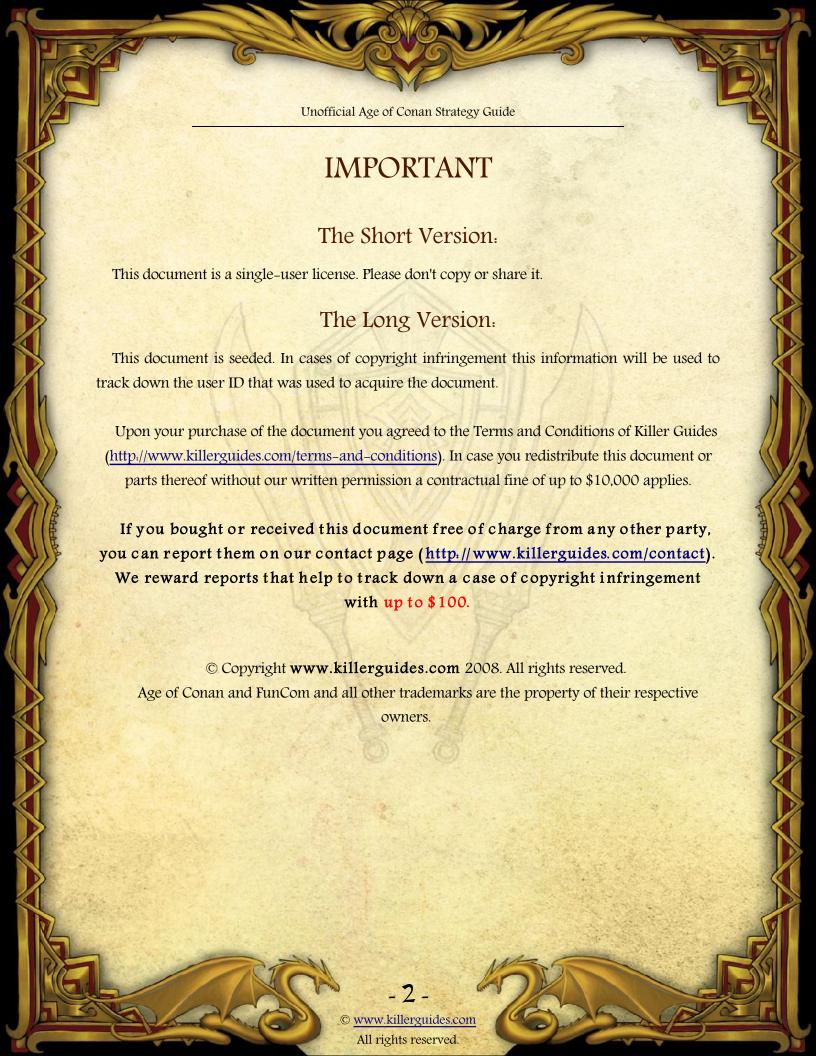


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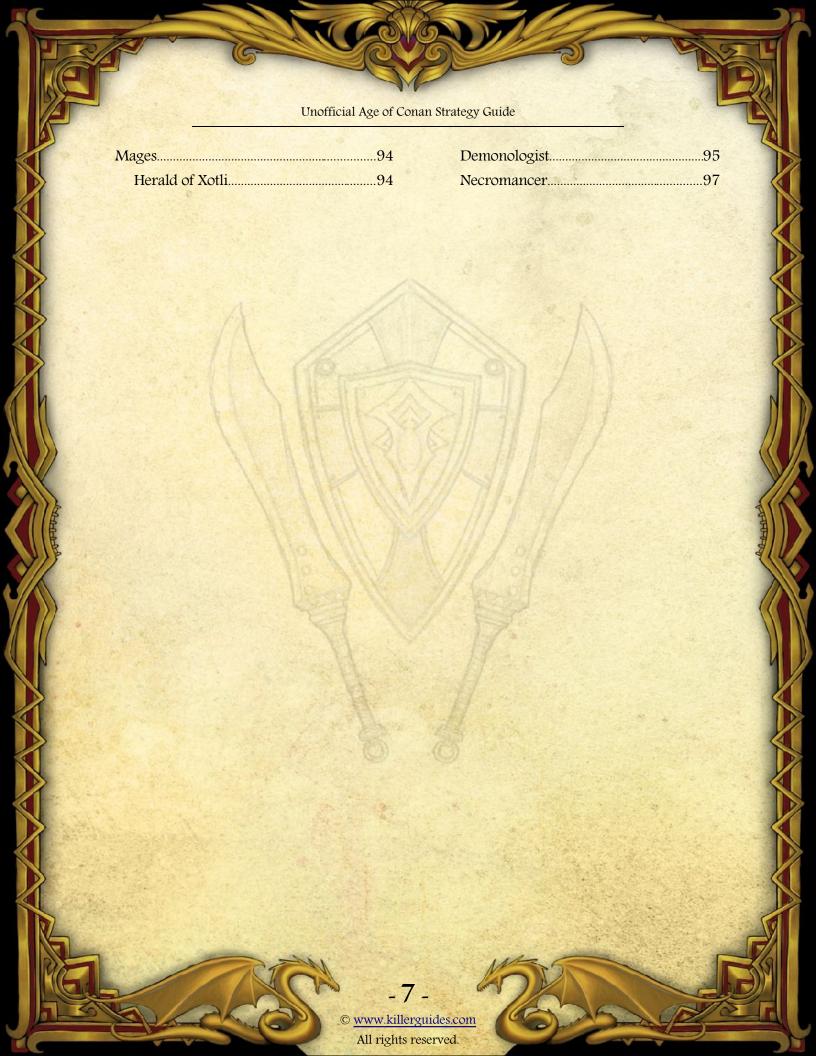
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## INTRODUCTION

## Game Interface



t a first glimpse, the user interface of Age of Conan may seem quite overwhelming. Although this is

true, all of your character's information is right here at your fingertips.

If you look in the top right of your game screen, you will see a circle that looks somewhat like a compass. This is your minimap, and shows your location, which way you're facing, and npc's, along with a guidance icon(an "X") to tell you where to go for your current quest. If a npc has an exclamation mark above it's head, that means that they have a quest that you are able to partake in by talking to them. If this is gray, it means that you do not quite meet the requirements to start their quest, which is generally because you are too low of a level. If they have a question mark above their head, that means that your current quest requires you to talk to them. This can either be because you have completed the quest, or they are just the next step in the quest. If you are having issues with seeing things on your map(As it's so distanced from the world) you can press the "plus" button on the bottom of it. This will

scroll it in, allowing you to get a closer view. Alternatively, you may also press the "minus" button in order to scroll it back out.

Also in the top right, near the map, you will see an icon that says "day" or "night," along with a picture of either a sun or a moon. This will allow you to see whether you are in multi player or single player mode. Day time represents multi player mode, whereas night time is for the single player mode. In order to switch from day to night and vice versa, you must go into the "Thirsty Dog Inn" inside the first door once you get inside Tortage City and speak with Tina. Keep in mind that when in single player, you may also speak to other players, although you will not be able to actually see them or work together with them.

Below the day and night time icons you will then see a list of text, if you are currently taking part in a quest. The big text represents the name of the quest itself(which is comprised of multiple parts), and the smaller text actually explains exactly what your goal is in that quest. The orange part tells you that it is your current goal, and the gray part is what you have not gotten to yet. This allows you to know in advance what your next step will be.

Across the very top of your in-game screen, in the middle, you will see four icons. These represent your inventory, attributes, combos and skills, and quest activity. By utilizing these, you can get an in-depth view of your character, along with your quests. Using the attributes menu you can also add points gained from leveling to things such as climbing and hiding, which will be discussed later.

Across the bottom of the screen, along the right side, you will find ten hot bar slots, numbered zero through nine. When looking through combos and skills, you can hold down the left mouse button and drag them to your hot bar, giving yourself easier access to them in game. The way to use these is to either click on them directly, or use the number keys on your keyboard.

Right above the hot bar, you will find a small text line, and a bar below it. This is for when you are targeting either a person, a npc, or an item. If it is a npc (such as a mob) you can see the current hp on the bar. This helps you determine whether you should run from the battle or keep pushing forward.

Just above these and to the left, you will sometimes see a small circular icon. This is used to let you perform actions. When targeting another player, for example, you will see two options. These are for opening a trade window with the other person, and requesting that they join a party with you. When targeting an item such as a door, you have the option to open, or at least to attempt opening (if you don't have a key for example).

On the very bottom of the screen you will see a yellow bar. This tells your current experience, and as it gets closer to being full you will get closer to leveling. This makes it very easy to tell approximately how many mobs you will need in order to move on to the next level. Along with this, sometimes you can find a number along the bar, quite small. This is an experience bonus that is granted daily. The number represents the number of tokens you currently have, and upon killing a mob that is at your level or above, it will grant the bonus and take away one coin. These are refilled every day.

The bar you will see above this that moves in an upward motion is to show your latency to the server. If you scroll over it, it will give an up to date ping rating along with notify you of your current FPS(frames per second). This will greatly help when trying to determine why you are lagging when and if it does happen.

Directly to the left of this, you will find a bar with six boxes on it. This is kind of like a hot bar for skills, but this one is for items. Use this to put your potions or buffing items on, to make them much easier to get to.

Just above this you will see two lines that are colored. If you are a class that has magic abilities, you will see three bars, which represent health, stamina, and mana. If you are a class that does not have magic powers, you will only see two, which are health and stamina. Clicking on either one of these bars will turn them from being plainly colored to telling your exact health, stamina, and if you have it, mana.

Above that, in the default settings, you will find the chat box. To access the options for it, right click it. This will display different things you can do with it, such as choose which chat types you want to read.

At the very top of your screen you will see three small icons with heads on them. These are for lists of your friends, guild members, etc. The one of the far left, with only two heads, is used for joining the mini-PvP matches. Also, you can use this to see other players that are looking for parties for quests, just looking for people, or can be used to just

see people that are around you in general. It also lets you invite others into your party.

Also, part of the interface, when looking at different mobs or players, you will see a number beside their name. This represents their level. For example, in the beginning of the game you will see "Alligator (1)" which means that the mob's name is Alligator, and his level is one. This will greatly help by allowing you to see how tough people or mobs are before you start to fight them.

## Game Terms

There are many different terms that are used in most mmorpg's, as well as Age of Conan. It is a good idea to learn them as early as possible so that you can understand more of what the other players are saying, as well as interpret this guide. We will focus on the most commonly used acronyms and their meanings.

Acronym	Meaning	
Acronym	Wicaning	
Buff	Spell that grants status benefits	
АН	Auction House	
AST	Assist	

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Add	Additional mob attacking player/party	
Aggro	Mob that will attack players preemptively	Character Creation And
AOE	Area of effect	Customization
СС	Crowd Control – sleeping mobs	There are many different customizations that you can choose from when creating your
CD	Cool down – time between next skill reuse	character. These help to set apart different players by not forcing them to all look the
DoT	Damage over Time	same.
DD	Damage Dealer	The options you can change when creating
Farming	Doing the same action over and over to get resources or items	your character are the race of your character, the bone structure(choosing the weight, height, etc.), facial expression your character
Tank	Character with high defense that hits the mobs first to make them	will use during your gaming experience, skin color, tattoos, piercings, and more.
Nuker	attack him Character that uses spells to damage mobs	During your creation, you can tell what your character will look like ahead of time.  This allows you to see in real-time what effects you are having on your character with
Mobs	Monsters found around the in-game world	different changes.
		All of these options are available upon creating your character, and affect not only your appearance to yourself, but to the other players in Age of Conan as well!

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Some examples of how the character creation screen works can be found on YouTube fairly easy.

Wisdom is used on healing-type magic users, and increases their maximum allowed magic points, and increases their magic ratings as well.

## Attributes

Attributes are in almost all, if not all, mmorpg's. These are commonly known as "base stats," such as strength, dexterity, constitution, intelligence, and wisdom.

Strength increases your attack power, giving damage boosts, but at the same time also increases the damage rating of certain weapon classes.

Dexterity adds on to your defense rating, and also adds to the attack power of dagger and bow users.

Constitution increases your overall maximum health, as well as the maximum stamina you are allowed to have at once.

Intelligence is generally used on mages. This increases the magic attack power(damage) as well as adds on to the maximum magic points the player is able to have. This is on nuker-type mages, though, not healers.

## **Abilities**

As your character levels up in Age of Conan, it gains certain attributes automatically, that will greatly enhance your gaming experience. These include attributes, skills, feats, and abilities.

Your abilities are skills like combos that you can use during your battles, whether they be against other players or against the mobs that you encounter. At certain level increments, you will automatically gain new combos. You will be notified very plainly when this happens, as at the top of the screen it will say something that lets you know what skill was learned after you leveled. Along with this, as long as there is still a spot free on your hot bar, the new combo will be automatically inserted onto it, in the next available slot. At the same time, you can gain attack stances and defense stances in the same method. All three of the above are automatically learned as you progress through levels.

The other type of skill that you can learn while you level up your character is spells. These can be gained by either buying spell scrolls or finding them during your exploration in the world in Hyboria. These are not automatically learned, however.

Although all of these different attributes are raised as you progress through levels, there is also the ability to boost these with certain items that can be found in the world of Hyboria. These are generally found in the higher level hunting zones, such as the Black Ring Citadel, requiring you to work with a group of others. Because of this, at end-game there will be many players and clans going to areas such as that in order to hopefully achieve the retrieval of these special items.

## Skills

There are many different skills all classes have the ability to learn by default. Some of these are things such as bandage, concentration while casting, taunting, hiding, and climbing.

All of the skills have to be manually increased, as it is not an automatic process. The way this is done is by using points that you earn along with every level that you gain.

Because of the way it all works, however, you should be careful as to what you use the points for. The level at which each skill can be increased to is directly related to your level. Also, raising up the levels to the maximum greatly benefits your statistics in those areas, such as Hiding.

Tanks should be using their points to enhance their taunting skills, for example. Although other characters would not benefit so much from the added "hate" on their attacks, it would make the tanker's lives significantly easier.

Magic users (both healers and damage dealers) would be better off going with skills like Casting Concentration. This skill decreases the chance of a spell being canceled during the casting. This makes it beneficial not only in player versus player battles, but in group or solo battles against mobs as well.

A few of the skills that would easily benefit all classes, regardless of choice, are bandage, hiding, and climbing. These are all beneficial because they are not geared towards one class over another, and instead are general skills.

## **Feats**

Another thing that is gained while leveling up in the world of Hyboria is points for what are called "feats." These are sort of like the "talent" system that is often found in other games.

Each different class in Age of Conan has it's own tree of skills that can be learned. These can either add new skills to your previously learned ones, or even make the ones you have already learned more potent. A few examples follow.

Dark Templars have a feat named Ravenous Eater that makes health leeching spells more potent, making them do more damage. This greatly helps out with leveling as it allows you to do damage but at the same time be healing yourself. This helps to minimize downtime.

Conquerors have a feat called "Overcome the Odds," which is very helpful when attacking large groups of mobs or people. It increases the defense rating of the character while being ganged up on by multiple npc's or people.

Bear Shaman's get a feat called "Nature's Revenge" that helps friendly people nearby. Each hit that the shaman makes has a chance

of increasing a counter. Upon the counter hitting ten, all friendly players around the shaman receive a heal.

Barbarians have a skill that doesn't really seem too useful, called "No Escape." This is a skill that allows the player to throw his or her weapon at an enemy, doing serious damage. At the same time, however, this also disarms the player. This really wouldn't have any use in most instances, but upon learning how to use it effectively it could be of great help.

Demonologists can learn a feat called "Impish Horde" that helps by summoning. The way it works is that it kills your current summon, and then summons four to eight small imps that go berserk and destroy anything in their path.

There are also many, many other feats that can be learned while playing the game. In order to effectively manage your points, it should be determined by looking at the list in game which feats would benefit you the most in the long run. There are many different play styles for each character type, therefore it's up to how you decide to play.

## Instancing

There are certain areas of Age of Conan that when entered are "instanced." What this means is that it is sort of like another world, but on the same server. Two people could be standing on the same exact spot on the map, but because they are in two different instances may not be able to see each other.

The reason for setting up instancing is for hunting purposes. There are a limited number of mobs that can be up at any given time, and if thousands of people are hunting the same ones, it can become a tedious event to farm or finish quests. By having multiple different instances, it allows people to easily finish their quests, without being bothered by other players. This does not mean that just because you go somewhere, there will not be other players. All this is doing is cutting down the number of people in each one.

You can always add people to your group, whether you are in an instanced area or not. This is even possible when they are not in your specific instance. By adding them to your group and right clicking their name on the party list, you will find an option to "summon" them into your instance. This will ensure that both of you will be able to see each other and

hunt together. Without this, it would do no good to set up groups in these areas.

Generally the instanced areas are set up for where there are a lot of mobs. In places where all you can do is find shops, npc's, or quests, there really is no reason to instance everyone apart from one another. These are really the best places to go when you are wanting to find group members, as you can visibly see many people that you would not otherwise be seeing if you were out in a hunting zone.

Although instancing is good in games, it also has its downfall. The biggest issue with it is the fact that instancing people apart from one another cuts down on the socialization significantly. When there are not people that you can visibly see near you, the chances of feeling as part of a community are much lower. Because of this, there will usually be at least a few people that you can find, but not enough as to feel like it will take too long to finish your quests. This is really felt when there is a requirement of killing a lot of mobs, especially when there are only a few spawns to begin with.

In conclusion, instancing has both positive and negative sides to it. Overall, when played out correctly, however, it is more positive than negative.

## Combat Mechanics

Age of Conan utilizes what is called a "realtime combat" system. This allows players to take full control over everything that their character does, rather than just automatically The battles require attacking. planning, and coordination. Archers, for example, have the choice to manually aim and fire their bows, or to automatically aim them. In order to deal the maximum amount of damage, however, you must guide your attacks around your enemy's defenses. For example, if your opponent has their shield on the left side of them, you are able to fire your arrows at their right side, thereby bypassing their shield. One of the best parts about this is that you can actually hit more than one enemy at a time, even while using a sword. Along with this, there are polearms that are created with the purpose of hitting more than one enemy, generally used for farming purposes.

During the attacking phase, you have different choices of how you would like to make your attack. Archers and melee characters, for example, are able to shoot or hit in different directions, and can also use skills or combos during their attacks. Combos require you to start up the skill, and then press a certain attack button, which is

determined by which combo you are planning to use. Some of them will have you do a left side attack, some will have you do the right side, and others will have you do a head attack. Upon successfully doing the correct combination, the combo will be initiated. The combos allow you to deal a great deal of extra damage, but also require charging, which is usually a couple seconds. Because of this, it is not always a good idea to use in combat, but is definitely very useful during preemptive strikes.

Along with the attacking aspect of the game, you also have the ability to defend against incoming attacks. This adds in to the traditional method of evading and blocking, which is stat based, and adds a new side that gives you control as well. Age of Conan actively uses collision detection, therefore you can use many of your surroundings to your advantage. Some examples of this include hiding behind friends, using walls or hills to block attacks, using shields, etc.

Targeting is done automatically by default. You have the ability to turn this off in your options menu, but having it set automatically at least when farming is a good idea. It keeps you from having to take a pause in between targets to re-target, but at the same time does not allow you to target the lowest levels first

or anything. This is also good in PvP and more intense battles, but as you gain the experience and learn your character better and better, it is a good idea to lure yourself away from this option.

Although there are all of these different choices of attacking and defending, you also have the ability to let it all go automatically. This will decrease the amount of control that you have over your character and how it performs during combat, but at the same time allows you to relax during it. This is especially useful during killing regular mobs, generally when you need to just farm them or when you need a great number of them for a quest.

#### **Fatalities**

A cool feature of Age of Conan when in battle is the ability to perform fatalities. Some weapons have the ability to inflict them on normal hits, however generally it is more common to have success when causing them to happen by yourself. In order to do a fatality, you must get the mob, or person you are fighting, low enough on health that the first hit from your combo will not finish them off, but the second one will. Upon doing this correctly, there is a chance of landing the fatality. This does not always work, however, and seems to be around a ten percent chance. When it does work, your character will do a

very brutal attack, such as decapitating the enemy, or slicing up their stomach. You will also experience blood being shed onto the screen.

## Spell Weaving

There are four different classes characters that can use magic in order to hurt enemies. Two of these are priest-type, and two of them are mage-type. The priest-type consists of both Tempest of Set and Priest of The Mitra. mage-type consists of Demonologist and Necromancer. Spell weaving can be seen as an offensive stance, sort of like the ones melee classes use. It adds more power to the spells casted the longer it is in effect, but at the same time can be quite deadly. At first, it starts to drain your stamina bar, and then when it is depleted it starts to drain your health. Because of this, you must exercise extreme caution while using it.

There are six different stages that spellweaving goes through. Each stage lasts approximately ten seconds, but also has a chance of taking place while casting an offensive spell. Once it reaches the sixth stage, there will be a damage boost of around 25%. along with this, it restarts at the first stage, but the passive damage bonus remains.

While spellweaving, you also have the chance of gaining positive or negative effects. The positive effects generally increase the power or effects of skills. The negative effects, however, range from decreasing the amount of damage you do with spells, to lowering your defense, to even inflicting damage on you. The negative effects even have the ability to stack, some as many as five times. Because of this, spellweaving should only be used in controlled situations, and with caution.

## Groups

## Group Instances

Group instances in Age of Conan are in every hunting zone. One direct example of this is in the Acheronian Ruins. This is an area where a lot of mobs must be killed for quests, along with one boss type mob, but there really are not enough to go around. Because of this, it is an instanced area. At the same time, however, it is not set up to where you will be alone when in it. Because of the intensity of the quest, the instance is set up to where multiple people will join even while alone, making it much easier to find other players that you can party with. Although this area is instanced, there are a couple of quests that will still require some patience.

One of these quests, A Brother's Vengeance, requires the killing of the boss near the beginning spawn point. By following the path it should be pretty easy to find, as you will at some point end up on top of the "X". If you do not see the "Demonic Pict" at this time, just sit back for a little while as it means that he has already been slayed by another group of players. Everyone in the group that kills this can get the quest item, however with other players as well, not all grouped, it may take multiple respawns of him before everyone successfully completes this quest.

Another one of the quests that will require patience is "Unholy Magic", where you must destroy some of the homes in the area. With everyone sharing these kills, there will be at least a little downtime while waiting for them to be repaired in order to kill them again.

Other hunting zones are also instanced, such as those that are in dungeons. An example of this is the Tortage Underhalls. This is another area where there really would not be enough mobs or room to have thousands of players at once, therefore it is instanced to allow more room. In this particular dungeon there are many quests to take part in, ranging from killing the different mobs that are found to finding items hanging from the wall, to

even just looking for certain npc's and talking to them. Although this area is instanced, there will still be many times that you must wait for mobs to respawn, because there still are just not enough to share.

## Finding a Group

Finding a group while in Age of Conan is somewhat easy, but there are some tricks to it. The methods are the same whether you are looking for a group to do a quest with, rid an area of bad players, or PvP.

One of the easiest way to find players who are doing the same quest as you are is by going to the hunting zone where the actual quest takes place. Once you are here, shouting to people that are around you will generally yield others who are also looking for groups. This is easy as it keeps you from having to find the other player and get everyone together, and instead you will already be near each other.

Another way to find a group is by using guild chats. This is another easy method because in a good guild, most players will be very open to helping their guild-mates with completing quests. This is also extremely beneficial as some players will have already completed the quests, and they can give more

insight as to exactly what all you have to do and how to accomplish the goals in the most efficient manner.

Another way to find groups is to go into towns and shout to people there. Sometimes people will be running multiple quests, and really will not care in what order they complete them. In this case, you may find someone else who has the quest registered, but was working on another one instead. They can easily switch over to your quest, and then you can work together with it.

You also have the ability to use the "Player" menu, which can be found on the very top left of your screen. In this menu you can see a list of all players that are around you, along with their level and class. There is also a party searching feature on there, where other parties can see your request and can give a direct invitation from there. This is the most efficient when it comes to parties looking for specific classes to add to their group.

## Class Roles in Groups

In groups, each class usually has a set way that they should be played. In order to keep everything in order and maximize the efficiency of the group, everyone must understand their class and keep in mind what they are supposed to be doing.

#### Healers

All healers, which include Priest of Mitra, Tempest of Set, and Bear shaman, should be sitting back in bigger groups, and only healing. The goal for them is to keep the mobs or other players from attacking them, while at the same time keeping the group alive. In smaller groups, these classes can also toss out damage dealing spells or attack the mobs with melee weapons. This will help out when the amount of damage being outputted is so low that healing isn't as efficient as helping.

#### Damage Dealers

The damage dealing group includes classes such as Herald of Xotli, Demonologist, Necromancer, Assassin, Ranger, Barbarian, Conqueror, and Guardian. All of these classes have the ability to dish out a lot of damage, and that makes it their primary goal. All of these classes should be assisting the tank in the party, or the designated "main assist," which is a person who targets mobs or other players and everyone else assists. Keeping all of this in order can make or break the chances of being successful whether the battle be in PvE or PvP.

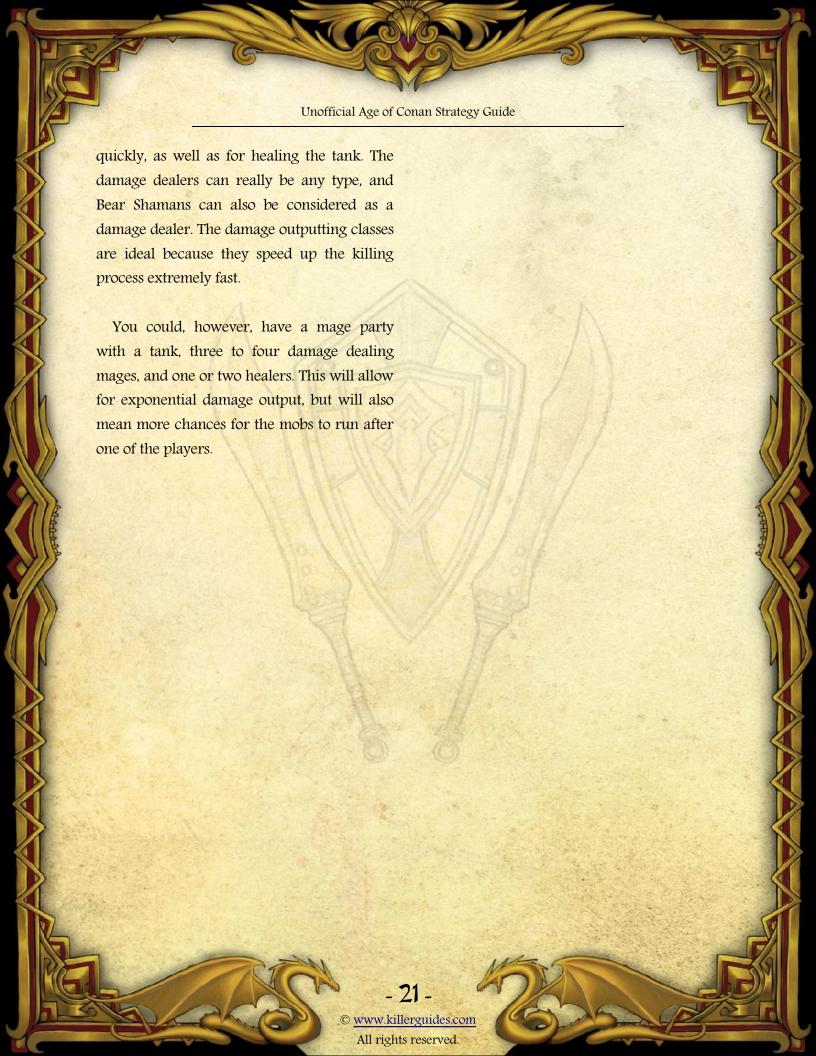
#### Tank

There is only one real tanking class, which is the Dark Templar. Their goal in the groups is to do anything and everything in their power to keep people and mobs focused on them, rather than the other group members. This class has the highest defense, and the ability to heal themselves while attacking, so they are one of the most important classes in a group.

Being a tank means that there are a lot of things that must be paid attention to when fighting as well. One of the things is, much like healers, ensuring that everyone is alive and is safe. Tanks have special skills and feats that assist greatly in this. Being able to properly use these skills will determine whether or not group members live.

## Ideal Group Composition

There are certain groups that are ideal, because they are a balance between both damage and defense. This balance comes from having a tank, three to four damage dealers, and one to two healers. The tank is very helpful as it helps keep all of the mobs under control, rather than allowing them to just run rampant. The healer keeps everyone buffed and healed so that when mobs run off to another party member, they do not die so



# WEAPONS AND EQUIPMENT

Weapons

#### Overview



here are many different types of weapons in Age of Conan, and some are usable only with certain

classes. Along with this, there are many different ways of obtaining different weapons. Some of these include trading with or buying from other players, npc shops, quests, or even from the mobs that you will kill as you journey through the world of Hyporbia. The way that weapons are obtained can limit their abilities, however.

All different types of weapons are able to be crafted by people who chose armor smith as their profession, however these items also provide extra benefits.

The different weapons available are edged, blunts, thrown, daggers, bows, crossbows, polearms, and staffs. Polearms, much like bows, crossbows, and thrown weapons, have the ability to attack enemies from afar. The difference between polearms and the other

ranged weapons, however, is that they require you to be close to your target. This does, however, allow you to attack multiple mobs or players at the same time, with each swing of the weapon.

#### Armor

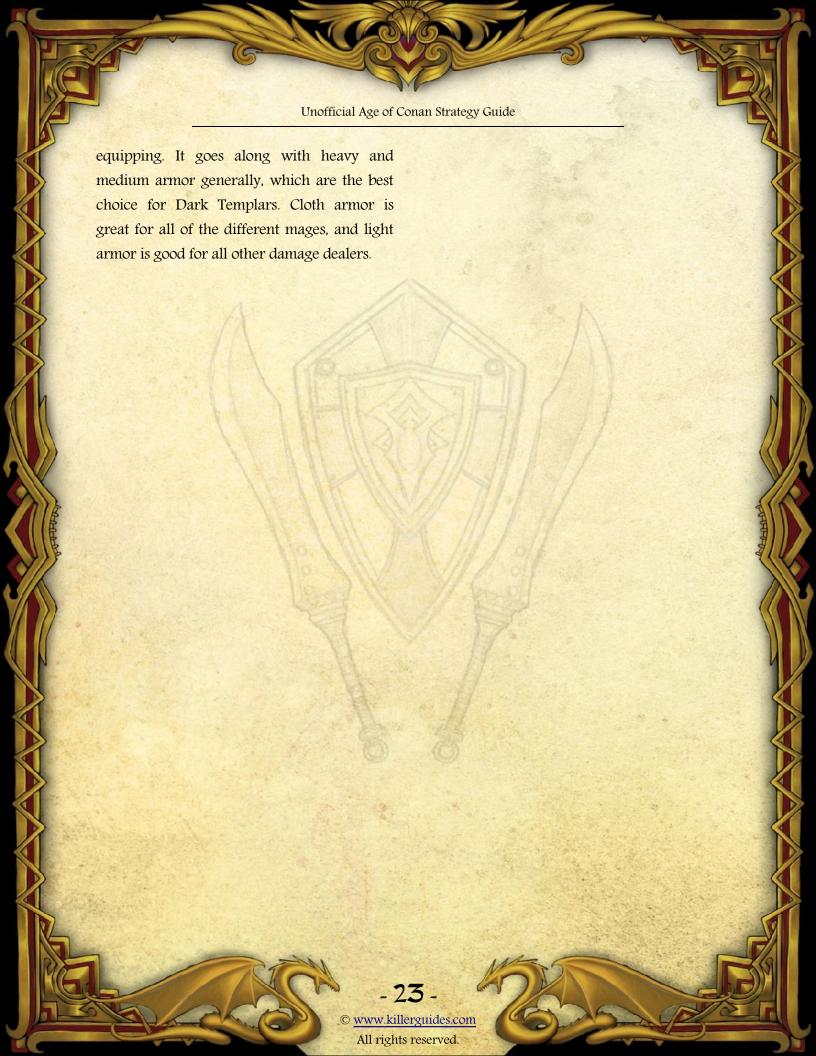
#### Overview

Such is the case with weapons, there are many different types of armor in the game. Each type of armor has it's own benefits, and not all are available for all classes. Recommendations based on class can be found in each classes' section.

These items can be crafted by armor smiths, but unlike weapons do not give any added augmentations when this is done. Because of that, whether the item is obtained by drops from mobs, quests, or other methods does not make a difference. At the same time, most good items are much easier to craft, and some of them are even craft-only.

## **Armor Types**

The different types of armor are cloth, light, medium, heavy, and shield armor. Not all classes have shields as an option of armor



## RACES, CLASSES AND ARCHETYPES

## Races And Classes



here are three different race types in Age of Conan. These are Aquilonians, Cimmerians, and

Stygians. Each race has different classes that you can choose from, therefore it is a good idea to learn the classes before determining your race.

Aquilonians are generally useful as being warriors, whether it be for offense or defense. They cannot, however, choose to be a damage dealing mage. There is only one choice of mage at all for them, which is the Priest of Mitra. Their complete list off possible choices is as follows. Priest of Mitra, Assassin, Barbarian, Ranger, Conqueror, Guardian, Dark Templar.

The Cimmerians, much like the Aquilonians, do not have but one mage class that they can choose from, which is the Bear Shaman. The race is mostly suited towards a more offensive type of play, giving the ability to choose from most of the damage dealing classes (aside from the mages). Their possible

class list is as follows: Bear Shaman, Ranger, Barbarian, Conqueror, Guardian, Dark Templar.

The Stygians have choices of almost all of the mage classes, but few of the others. They can not become, for example, a tank. At the same time, however, they are the only race capable of being a damage dealing mage. Their list of possible classes are: Demonologist, Herald of Xotli, Necromancer, Assassin, Ranger, and the Tempest of Set.

Looking back on these different races as a whole, you will notice that they do have some similarities. Ranger, for example, can be chosen by any of the races. Along with this, every race has at least one choice of magic users.

## **Archetypes Overview**

The archetypes are separations of characters by types, such as tanks, damage dealers, healers, etc. These are split up into four main categories. Priests, Soldiers, Rogues, and Mages.

Under each archetype, there are also three different class choices. Each class is different from the others, and not all classes are available for every race.

## Priests

#### Priest of Mithra

#### Class Description

This class can only be chosen by the Aquilonians, but is a very important one to have in parties. These have the strongest healing powers, and have the ability to do healing damage to enemies, along with curing allies.

The Priest of Mitra is useful as not only a healer, but at the same time also makes an awesome damage dealer. The fact that they are able to wield any type of weapon in the game also enhances their playability.

#### Class Proficiencies

Priest of Mithra has proficiencies in multiple different weapon types, including one-handed blunts, one-handed edged weapons, daggers, crossbows, and thrown weapons.

Their most effective skills are in healing, curing allies, and attacking enemies using holy spells.

Their armor types consist of cloth armor, light armor, and shields. Although light armor would provide more defense, the cloth armor will have more benefit, as priests generally will not be out on the battlefield by themselves.

#### Skills and Feats

Because the priest is not a real damage dealer, and will normally have parties to help with killing, it is suggested that they put feat points into things such as their defense and healing power. This is because it is a pure support character, therefore it is best to skip the offensive feats in the beginning.

The reason for choosing the defensive skills and heals first is because their primary place in parties is to help keep everyone alive. By choosing to enhance their healing spells by mana cost, range of effect, and power, it helps to make healing a much more efficient task. Along with this, having more defense keeps them alive longer in the case that someone in the group dies and the mobs start attacking them. This will allow greater time to resurrect any fallen group members. This can make or break the completion of some quests, raids, or PvP's.

Along with making sure that your defense is up to par, and that you have enough healing skills, another major attribute that should be concentrated on is offensive nukes. Although your primary focus is on healing, there will be feat points left over, and some of the nukes can have attributes added to them that either restore some of your lost mana, or heal your group members. Searing Light is a prime example of this attribute. This grants the ability to heal group members while at the same time attacking the enemies with a small area of effect.

After you have finished with the defensive ones, however, you should then move off onto the Smite tree. Later on down the line you will then have options to summon spirits that help out your party by increasing damage output, or defense.

A more in depth list of the feats you should attain can be found in the appendix.

#### Class Strategies

Whether in PvP or PvE, it is a great idea to use a dagger. The reason for this is that daggers have a higher critical attack rate than other weapons by default. At the same time, however, you should also be carrying a thrown weapon, whether it is a weak one or not. The thrown weapon is used to kite enemies, attack from afar while enemies are rooted, or to attack enemies while they are

attempting to escape. Along with this, they do make great weapons for pulling mobs out of enclosed areas, and are much safer than just running into the group and trying to get back out before dying.

Generally, in groups, your role will be to not only be the healer, but also throw out some Smites every once in a while. This can be tricky at time, however, because you must not only keep up with your own mana, but also keep track of your spells and their cool downs, along with watching your party member's health. Because of this, some Priests only do either healing or Smiting, but it is much more efficient if you are capable of doing both.

When solo, you will usually be smiting the mobs in order to pull them to you, and then you will heal yourself while attacking them with your equipped weapon. This is somewhat like being in a party, however, as you must still watch your own health, and use heals when they are needed.

## Tempest of Set

## Class Description

This class is set as a healer, kind of like the Priest, but has other benefits as well. They do not heal quite as well, but they have the best mana regeneration magic in the game. This alone should be able to make them a great addition to any party. Along with this, they have the ability to choose from more weapon types than any of the other classes.

#### Class Proficiencies

The Tempest is set up as what some would call a "mana battery," meaning that it is a great addition to classes that use mana fast during combat. Because of this, every other class could greatly benefit by having them in a party, especially mages. Along with this, they have the ability to use direct heals(one person) as well as area of effect heals(more than one person).

They are able to use one-handed edged weapons, one-handed blunt weapons, polearms, daggers, bows, crossbows, and also thrown weapons. This gives them great freedom in choosing which weapon they would like to use, as they are not as exclusive as some of the other classes.

Just like the Priest, their only real armor choices are to use either cloth armor or light armor, and they can also use shields. Because this is another character that would not generally be taking damage(as it is support, not offensive), it would be recommended to go

with cloth armor, and possibly a one handed sword and shield.

#### Skills and Feats

Although the Tempest of Set class does not have heals that are as powerful as the Priest of Mitra, they do have better mana regeneration magic. There are many skills that they can learn using feat points that allow them to earn back mana by being hit by enemies, using magic, or doing damage to enemies themselves.

This class can do great both alone or with a group of other players. Many of the damaging spells that Tempests learn can have the benefit of either healing group members or restoring mana to the caster. Although this is greatly beneficial, it is still highly recommended to wait until healing and defense spells have been learned before going into this category. The reason for this is that the heals will help out much more than the added mana, especially in lower levels.

It would be a good idea to start out with going for all of your defensive feats first, along with those that increase your healing powers. This is another class that usually will not be taking any damage, as generally there is a tank in the party as well. Once the defensive and healing feats are learned,

however, it would then be best to go towards the thunder based offensive ones. This is because as a healer, there will not be many times that you would be doing area of effect. At some times, however, you may take part in helping out with raids and other bosses, of which you could use the offensive power. During these times you would only be attacking one mob, not multiple, though.

A more in depth view as to what feats you should obtain can be located in the appendix.

#### Class Strategies

During PvE, while in a group, it is a good idea to use cloth armor and a dagger. This allows better benefits due to the passives on cloth armor because it is better geared towards mages. At the same time, however, this gives a lower defense rating, thereby making you more susceptible to taking damage.

During PvP, much like soloing in PvE, it is a good idea to carry a sword and shield, and to use light armor. This grants more defense, which greatly helps, especially considering the fact that they by default have lower defense than most other classes. Although the passives of the light armor will not benefit mages as much as other classes, such as dagger or bow users, it will still grant the

defense that is desired to last longer in combat. Along with this, while solo the amount of heals that will be used is drastically decreased. This is because you will be more careful as to how many mobs you pull at a time, and will only have one person to heal.

#### Bear Shaman

#### Class Description

The Bear Shaman is used as a buffing class for other players, along with themselves. This class has the ability to not only heal party members, but also give them both defensive and resistance buffs. This makes them very useful during raids or in higher level hunting areas. Not only this, Shamans are set up to go into the battlefield and help out with killing enemies, rather than just sitting back and watching. This gives them a very active role in what is going on.

#### Class Proficiencies

The Bear Shaman is the only priest class that has the ability to use medium armor. This gives them greater defense against melee classes, but at the same time gives them less mana that they can use in battle.

In terms of specialties in weapons, Bear Shamans only have the ability to use onehanded and two-handed blunt weapons. This is something that is very negative when comparing them to other classes, but at the same time they are able to deal damage while healing themselves. This at the same time, however, puts them at a great disadvantage when playing against archers during PvP matches.

#### Class Skills, Feats, and Explanation

This class is one of the hardest ones to deal with when choosing what skills to use, solely because they play more than just one important role in both PvP and PvE. When choosing skills, it really depends on who all you are grouping with, along with their classes, where you are hunting at, and what role you would rather play at that time.

It would be recommended that to get a decent balance between being a healer, damage dealer, and buffer, you go for skills in all of the different feat categories. Being that you will usually be with other players, keep in mind that getting defense passives for yourself won't usually be as beneficial as getting buffs for your team mates. For this reason, it is highly recommended that you go for your mana passives first, followed by the buffs and heals that are usable on your team. After you have already attained these, then it is time to move on over to damage dealing skills, which are in the Wrath tree.

More in depth information including a guide on what feats you should obtain can be found in the appendix.

#### Class Strategies

The Bear Shaman has a very unique stance when it comes to fighting both other players and mobs. This class is the only priest capable of using medium armor, and that should be taken advantage of during solo or PvP. Although the benefits in terms of mana aren't as great with medium armor, the defense takes up for that during solo and PvP. For both of these events, the best plan is to use a one handed blunt and a shield, as both are usable. This will allow damage while at the same time giving more shielding power.

When in a group where you have a tank, or enough damage dealers to keep the other mobs off of you, it is a good idea to use cloth armor. Although this will lower your defense, the benefits are much greater when your defense is not really an issue. For this reason, it is recommended to carry two sets of armor, one cloth and one medium.

No matter what kind of party you are in, or solo, Bear Shamans are meant to be damage dealers, and at the same time healers. Because of this be prepared to play a very active role

in parties, even when you are not being hit by mobs. Along with this, you will be the parties buffer and therefore need to keep up with what is going on.

## Soldiers

#### Guardian

#### Class Description

Guardians are made to be a traditional tank in MMORPGs. They are able to use any type of armor aside from cloth, though heavy armor is where their masteries are based. Something to keep in mind when playing as a Guardian is that the heavier their armor is, the less damage they will take. Also, heavier armor decreases the chances of them being effected by knockdown attacks. They make very good tanks, however, their skills that have the effect of regenerating their life in battle aren't as good as the Dark Templar's.

#### Class Proficiencies

Guardians are proficient in heavy armor, but may wear light and medium armor as well. Medium armor masteries come to them at level ten. Also, the highest form of heavy armor that they can attain is "full plate." Guardians have the ability to use shields, too. This allows them to have greater defense

when fighting against other players or mobs that use bows or swords.

Guardians are proficient in using multiple different weapons, such as swords, poles, and blunts. Although they do not have very many choices of weapons, this is accounted for in the fact that they have adequate damage dealing skills and have very high defense.

#### Class Skills, Feats, and Explanation

For this class, it is recommended that you go along with Juggernaut feats first. These give greater damage and defense while using one handed swords and shields. This is mostly beneficial because you can not only be an offensive class, but at the same time can defend against enemies as well. This makes your class somewhat of a tank, although other classes, such as the Dark Templar is another alternative.

After attaining your Juggernaut feats, you should then start working on the Soldier feats. These are general benefits shared between all three types of Soldiers, but also increase attack and defense.

A more in depth list of what feats should be learned can be found in the Appendix.

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#### Class Strategies

This class is a tank because of this be prepared to be the tank. You will not have any skills that will pull mobs away from party members and to you, but you will do enough damage to hold the aggro.

Generally, whereas the mages and other damage dealers will wait a second or two after the mob is attacking someone, Guardian's should already be attacking. Due to the defense from medium and full plate armor, the defense is not very much of an issue.

When solo, there really are not many strategies at low levels. Really all that is done is running close to mobs, but far enough as to only pull one or two at a time, and then pounding on them. There is one skill that is especially useful, however, called Slam. This skill will knock down enemies who are in front of you. This is helpful as it keeps them from being able to attack you for a period of about three seconds, which is plenty of time to do damage to them.

## Conqueror

#### Class Description

Conquerors are tanks, but are not really meant to have shields. Because of this, they

are able to take hits but at the same time are meant to deal damage. They could in essence be considered as an "offensive tank." Because of this, it is generally better to have a real tank, if possible, however even without one the Conqueror can hold his own as both a tank and a damage dealer.

#### Class Proficiencies

The Conquerors are set up to be both tanks and damage dealers, therefore they are able to wield two handed swords and dual-wield with one handed swords, or thrown weapons.

Along with their great choice of weaponry, they are given the ability to use heavy armor but not full plate. Because of this, it would be very beneficial to start out with medium armor and work your way up to heavy armor.

#### Class Skills, Feats, and Explanation

Because of the overall general layout of the class, it is highly recommended that offensive skills be obtained first, followed by defensive, but to attempt to work out an equal weight of both of them. There are many different skills that can inflict effects such as bleed, but these should be obtained in moderation.

Along with this, the only skills that should be obtained that will pull the mobs to you, are few and far between. Because this class is a damage dealer, the chances of actually being the tank in higher level areas is quite slim.

A more in depth view as to what feats should be learned can be found in the Appendix.

#### Class Strategies

This class should be played quite like the other damage dealers. One of the first things that should be done is to get a cheap crossbow, for the sole purpose of pulling mobs. Along with the crossbow, the main weapon of choice would be a two handed sword. There are many, many different skills that can take advantage of this, along with the passives.

In terms of armor, it is very important to go for heavy armor. At level ten you will obtain the proficiencies for medium armor, so that should be obtained first then work towards heavy armor.

The reason for getting the aggression skills is for pulling off mobs only in certain circumstances. One of these is when the mobs start to attack mages in your party. It is very imperative that they are safe, because they will be one of the main damage dealers, but also have the weakest armor, therefore the lowest amount of defense. The other time that

aggression should be used is when someone else in the party is close to death. This will get them back to a safe spot, and they can regenerate while you attack the mob in question.

The other part that Conquerors play in parties is the role of a buffer. They are not buffers such like the Priest or other healers, but they do have a couple things that can give effects such as heals or increased damage for the entire party. It is important to keep up with these buffs, as they can greatly help out in battles.

## Dark Templar Class Description

Dark Templars are a hybrid class between support and tanking character. They are not as good at soloing as other classes, but make great companions when it comes to grouping. Most of the Dark Templar's skills and feats, are more geared towards healing during combat or raising defense.

Because of the number of skills that the Dark Templar has to help out with battles, they are greatly appreciated when it comes to higher level hunting, as well as PvP combat. They can take the hits, and heal themselves

while attacking. Their only real downfall is their lack of real damage dealing skills.

#### Class Proficiencies

Dark Templars mostly specialize in heavy armory, along with shields and one handed blunts or one handed edged weapons. Because they are able to use shields, it is highly recommended to do so.

Along with their nice armor availabilities, Dark Templars have very good life drains, which grant the ability to inflict damage on other people or mobs, while at the same time healing. This helps when soloing and also helps in parties as it cuts down the amount of heals that the healers must use in order to keep them alive.

#### Class Skills, Feats, and Explanation

Dark Templar can be a decent tanking character, the best feat track for them by default would be to go for all of the defensive ones first, followed by the ones that do both offensive and defensive effects at the same time.

The one skill that will definitely be of a lot more use is Life Drain. This can be augmented to have more effects than just health regeneration, and can end up having mana, health, and stamina regeneration when using the spell. This alone can make or break a battle because it allows the ability to keep using skills but at the same time still have enough stamina to escape if necessary.

A more in depth list of what feats should be learned can be found in the Appendix.

#### Class Strategies

There are some differences between playing in a party and playing solo.

As a solo player, your focus should be more on melee or archer mobs rather than ones that use magic. Although you will have the ability to tank against magic users, those are usually better left to archers or dagger type classes. Also, there is no real way to pull, other than just using Leech Life, until level fifty at which you will then gain the ability to wield a crossbow.

When being in a group, the mobs chosen to kill really don't matter. Usually when you are in a group it will be with at least one other damage dealer, thereby adding to the speed of killing magic users. At the same time, archers and melee characters can be easily tanked by you.

Something to keep in mind when being the tank in a party is that it is very important to

keep a watch of the mobs that are around you, and ensure that none of them are attacking the healer or other mages in the party. Those classes die pretty fast, therefore it is required to ensure that you always keep the mobs hated on to you.

## Rogues

#### Barbarians

#### Class Description

Barbarians are set up to be pure damage dealers, but have a multitude of different weapon choices. Because of this, there are multiple different ways to gear up this character. This is also the only class that gets a skill to increase attack power depending on how many enemies are around, named "Too Many to Count." Because of this, they are good at both solo combat, as well as in groups with other players.

#### Class Proficiencies

Barbarians are able to use any type of weapon other than polearms, daggers, or crossbows. They are able to also dual wield one handed swords, as well as one handed blunts.

Their proficiencies in armor come from light or cloth armor, although light armor would be the better choice, being that it does have higher defense. This class is able to evade characters better than most others, therefore evasion is a strong point during battles.

In skills, the Barbarians specialize in damage over time, with skills such as bleed. As well as this, they also have the ability to debuff enemies either based on their defense or their attack, making them weaker. Because of this, they are much appreciated in higher level parties, as well as some lower level ones.

#### Class Skills, Feats, and Explanation

Because Barbarians are more geared towards dealing damage, rather than tanking hits, it is recommended to go for attacking feats first. There are many of these available, which consist of raising attack power, to raising the critical rate, to even adding more damage over time effects to existing combos.

Aside from getting the attacking combos, those should be mixed in with the "bleeding" effect ones. These will help out significantly when dealing with bosses, as it will deal constant damage on top of what you are doing actively with your weapon.

Along with these, the reason for choosing to get feats that increase critical attack rate are because critical attacks do significantly more damage than normal hits do. This is especially useful when fighting against mages or other cloth armored characters, because it allows you to kill them much faster.

A more in depth list of what feats should be learned can be found in the Appendix.

#### Class Strategies

Barbarians are pretty straight forward when in groups. Being that they are pure damage dealers, there is no use for worrying about keeping the aggression of the mobs directed towards you. Instead, just keep on the same targets as the tanks and assist them in killing.

In terms of solo, there are a few more things to keep up with. Because Barbarians are weak in defense, due to light armor, it is important to be careful as to what mobs are being hunted, along with hoe many of them there are. Although there is a lot of damage being outputted, you will also be taking a lot of damage at the same time.

When pulled into a group of mobs, whether it is while solo or while in a group, it is a good idea to take advantage of Too Many to Count. This increases the amount of damage outputted, directly related to the number of enemies that are nearby. This allows groups of mobs to be killed much faster than normal, but without a tank or a healer it can be quite deadly at the same time. At the same time, if there are a group of mobs pulled that you can not handle, go ahead and hit the skill as by that time it is already too late to turn back.

Being that Barbarians do not have archery masteries at all, it is not a good idea to use bows to pull. Their attack power should be fine enough to go against mobs one or two at a time without having to worry about how much damage is being taken.

Also, keep in mind that battles should be started off with one of the skills that inflicts bleed, as this will keep damaging the enemy while you continue pounding on it.

## Rangers

### Class Description

Rangers are what can be considered as "Glass Cannons." What this means is that they are based mostly on power, and have the ability to do massive amounts of damage, but at the same time die fairly easy when it comes to both PvP and PvE. Because of this, the primary focus of play will be as a damage

dealer, with the assumption that there is a healer and possibly also a tank.

#### Class Proficiencies

The Rangers have multiple different proficiencies in different weapons, but only one type of armor, which is Light Armor.

In terms of weapons there is the ability to dual wield, use swords, blunts, daggers, crossbows, or just regular bows. Because of the skills that you will gain throughout your levels, however, it is a good idea to focus on bows or crossbows.

The proficiencies that you will have in skills are mostly based on breaking through the enemies' defense, along with attacking them from afar. In fact, the Ranger has the ability to go into "First Person" mode, allowing them to manually aim arrows in both the bow and crossbow.

#### Class Skills, Feats, and Explanation

Because of how the class is generally played (which will be explained in the next section,) we will focus more on damaging feats rather than defensive ones. This class has many different skills that have the ability to deal damage very fast, or even lower the enemies' physical defenses, thereby allowing you to inflict even more damage upon them.

Along with the offensive feats, there is also the need for choosing "Excellent Balance." This will add an immunity to being knocked down during combat, which could be detrimental in a PvP match. Being knocked down generally gives melee enemies the chance to add in three to four free hits on you, or even get off a special. Because of this, the feat is just as important as damage dealing feats.

#### Class Strategies

When playing as a single player, it is a very easy job in terms of PvE. Being that you are a bow user, you will just use your bow to pull enemies to you, and then kill them. Rather than just using a normal shot, however, you should always pull by using a special skill. This will help to allow a significant increase of damage while not being attacked. It is possible to kite once you get the hang of it, which is very beneficial especially when there are more than one mob being pulled at once.

In multi player, when in part of a party, you will not use special skills as often. The only time that special skills will really be used while grouped up with other players is if you are attacking a boss of some sort. Aside from this, you will usually have a tank for the mobs,

making most of your skills less beneficial than just shooting multiple arrows at the target.

### Assassins

### Class Description

Assassins are very deadly in both PvP and PvE, because they have many different skills that either kill in one hit, or allow them to get a preemptive attack on players or mobs. At the same time, however, they have low defense and therefore also die quite easily when in battle.

#### Class Proficiencies

Assassins have multiple different weapon proficiencies, although daggers are definitely their strongest point. In fact, they are even able to wield two daggers at once!

Their proficiencies in battle include the ability to go stealth and sneak up behind enemies, and also the ability to poison enemies. Because of this, they are very deadly and people are often on the lookout for them.

## Class Skills, Feats, and Explanation

For the purpose of feats, it is very important to work on both damage dealing skills, as well as poisoning skills. Although Assassins do have a high amount of damage output, poison and other damage over time skills really do have big benefits, especially when it comes to PvP's or boss fights. There are a few skills that the Assassin can learn over the course of their leveling that will even add the chance to poison enemies to their normal attacks, granting them not only high damage output normally, but with their poison at the same time!

There are a few feats that are chosen to increase defense, although these are chosen much more rarely than the offensive ones. The main role in groups or even solo is to inflict damage as fast as possible, therefore it is best to concentrate on that. At the same time, this also means that it is very important to be careful how many people or mobs are being fought at one time, otherwise you may be severely overwhelmed.

#### Class Strategies

Being that this class does have the ability to use multiple skills from a stealthy stance, it is extremely helpful to take advantage of that. At the same time, most of the damage that comes from Assassins is done by using different combos, though using too many will run out the stamina that is available, rendering you unable to use any more skills.

PvP is a pretty easy thing to learn when playing Assassin, but at the same time has some tricks to it. One thing that you must learn to do is to keep stealth, before enemies have the chance to see you. Doing this will often times make them completely oblivious as to the fact that you're even existent. Because of this, they will not know that anything is out of the ordinary, and will usually give a very clear window of attack at some point or another. This also means that you must exercise extreme patience, as you want to choose the perfect striking point. The best time to attack is when they are either already in a battle with someone else, or in a battle with a mob

PvE is more tricky as stealth does not generally work as well against mobs. Most of the time they will end up seeing you (especially undeads) and will uncloak you, making you visible to the other ones. This causes anything around you that's within aggression range to come after you, assuming that they are not passive. Because of this, you will usually not be using stealth during PvE.

In PvE the battle style also differs from PvP. In PvE you will usually rely more on normal hits on regular mobs, because otherwise your stamina will go fast and you will spend more time trying to regenerate than you will questing or killing things. At the same time, you will want to save stamina in case

something goes wrong and you must dash away from your enemy or enemies. Having no stamina in the case that this happens can be fatal.

# Mages

Herald of Xotli

# Class Description

The Herald of Xotli is the only class that actually has the ability to transform into something else. In this other form, known as the "daemon form," it deals devastating damage while at the same time having very high defense, making it hard to kill.

#### Class Proficiencies

The Herald of Xotli only has the ability to use cloth armor, and can not choose from light, medium, heavy, or anything else. Because of this, they are usually killed quite fast due to low defense.

They also only have the choice of two different weapons, which are the two handed ones. This keeps them from having a real choice of different items, as most things can not even be equipped.

Like the Necromancer, the Herald of Xotli can summon minions to help with either defending, attacking, or can stand by you just to be an extra target for enemies. When you die, however, all of the minions die as well, even if they are attacking an enemy.

### Class Skills, Feats, and Explanation

The feats that we will be going for first on this class are those that increase damage. This is because Herald of Xotli is a damage dealer. Along with this, a main focus is the feat that relates to the daemon form, by making it heavier. This will add protection against skills that can knock you down.

After the damage dealing skills, it is important to go for those that help to restore mana. Whether you can deal a lot of damage or not, mana will become an issue quite often. By going for the mana restoration skills, it will slow down the use, and allow you to go farther without having to rest. In PvE this isn't so much of a problem, but in PvP it can be detrimental.

Along with this, we will focus on feats that give benefits when being struck in combat. During hunts either solo or in PvP, you will be getting hit. Because of this, it can help greatly when you can benefit from those hits.

### Class Strategies

For the Herald of Xotli, the only time that soloing is really an option is when killing mobs a little bit below your level, or by being extremely careful to only pull one at a time. Due to the defensive ratings of the class, and the fact that it can only use cloth armor, it would not be a good idea to go out into groups of mobs while alone.

The main play strategy of this class is to deal damage using offensive skills, while at the same time earning back mana from them. Along with this, use daemon form as often as you can, as this will allow a significant increase in both attack power and defense. This will allow for killing small groups of enemies fairly easy.

The biggest thing to watch when playing this class is your mana. Being that you are a mage, you will need to be able to cast spells. If you get low on mana and are still under attack, try using melee attacks to regenerate some as well as continue dealing damage.

# Demonologist

### Class Description

Demonologists are damage dealing mages with the ability to walk around with a summon. The summons they have can do things that range from giving buffs to damaging enemies in both PvE and PvP combat.

### Class Proficiencies

This class is most proficient when it comes to using damage dealing spells that do instantaneous damage. Although many of the other classes have multiple skills that do damage over time, such as bleed, the Demonologists are more based on killing their enemies quickly.

One of the faults of this class is that they are only able to use cloth armor. Because of this, they are usually killed fairly easily. This makes it imperative to keep up with all of your surroundings, and not just go rushing out into the battlefield. Along with this, it is a good idea to avoid archers when possible, and focus more on melee enemies.

Along with the ability to damage opponents by themselves, Demonologists have the ability

to wreak havoc against enemies using their summons. The summons can generally attack enemies from afar, which greatly helps when in battles.

### Class Skills, Feats, and Explanation

For this class, it is best to focus mostly on the damage that is outputted by the instant damaging spells. This is because in battle these are what will be used most. Along with this, during groups your goal will be more based on assisting other group members rather than defending yourself.

After getting these feats, it is important to focus on the ones that either add additional benefits to your area of effect spells, or those that add more augmentations to lightning spells. Some of these allow you to regain mana while attacking enemies, which keeps you from being drained as fast as it would be normally.

### Class Strategies

For this class, it is possible to solo, although it must be done much more carefully than when in groups. With solo it must be taken into consideration that you have low defense, which can cause you to die quickly. In groups, there will usually be a tank that can take the damage for you, allowing you to rely more on damage output than anything else.

The Demonologists make excellent classes for pulling mobs out of a group or out of an area. To do this, you can use any of your area of effect skills, if you're planning on pulling multiple mobs. If you are planning on pulling just one, it is best to use one of the instantly damaging lightning spells. This works well because it not only has distance, but also does damage ahead of time, making the killing of the mobs much easier.

Demonologists also have many spells that allow them to regenerate mana when using attacks, or even while being hit. Because of this, when in battle it is actually possible to keep a nice mana charge, as long as you are conservative. It would be a good idea to attempt staying at or around half mana, just in case something goes wrong and you have to mass spam spells.

#### Necromancer

### Class Description

Necromancers are the only class in the game that are meant to rely on their minions rather than their own damage in order to kill enemies. Because of this, they are very unique when compared to the other classes.

#### Class Proficiencies

Necromancer's proficiencies are few and far between, but they are proficient in one thing more than anything else: summons. Necromancers are the only class that is able to have more than one minion, and this greatly benefits them both in PvP and PvE.

In terms of armor, Necromancers are forced to use cloth armor, but that is not a very big issue with them considering the damage that they are able to output with their undead minions. This is only really an issue in PvP, due to players being tougher than mobs are, generally.

In terms of weapons, Necromancers can only use daggers, crossbows, or thrown weapons. Because of this, it is a good idea to use a bow for attacking, and a dagger when enemies get closer up to you.

# Class Skills, Feats, and Explanation

Being that Necromancers are more reliant upon their summons than their own abilities, it is recommended to go for summon enhancing abilities first. This will help to get your undead buddies to a more battle-ready state, enhancing your ability to kill mobs and other players more efficiently.

# LEVELING GUIDE

# General Information



ome things that should be noted before journeying out into the world of Hyboria are.

## Bosses

There will be some mobs that have a caption below them that says [BOSS]. These may look like normal mobs that you have found in other places during your hunting, but they have some differences. First of all, they have much more health than others of the same approximate level. Along with this, they usually have higher aggression ranges(meaning they will chase after you even when you still have distance between you.) A good idea when you see these is to either steer clear or to find another person or two to help with taking them down. If your level is greater than the boss, you can sometimes handle them solo, but it is not recommended to try.

### Mini Bosses

Along with the bosses, there are also mini bosses. These are sort of like the bosses in the

sense that they have higher health than the other mobs, but they do not have quite as much as the bosses do. Usually mini bosses have around two times the health of other mobs of their level. Because of this, it is usually fine to take them down while solo. These will also be clearly identified with a caption below them that is quite clear. These are also much more common than the real bosses, and are found quite often while in different hunting zones.

## Social Mobs

Most mobs around the world of Hyboria are social with others of the same type. For example, alligators are all social with one another. What this means is that if you are to hit one, the others around it will assist it in attacking you. This happens whether you pull it away from the group with spells or a bow, or if you just run in – either way they will all attack. Because of this, when soloing especially, it is a good idea to keep track of what all mobs are around you, along with what type they are. Picts, for example, can be pulled away from Alligators without any issues.

# Apprenticeship

In Age of Conan you have the ability to make an "apprenticeship" with other players, which will bring them to one level below yours. What this means is that if you find someone who is level twenty and you are fifty, you can give them a temporary level boost to level forty nine. Although this is true, it does not benefit them in terms of skills or statistics. All this does is enhance their ability to attack higher level mobs, but not as great as if they were to level up that far on their own. Along with this, there seems to be an experience decrease for the apprentice, which is because they are then higher level than the mobs they are killing, however it is still faster to run quests like this than it is to go while being the same level as the mobs.

The way the system works is when you group someone that is a lower level than you, you can right click them on the group list. Doing this and looking at the bottom of the screen you will see a message that says "Start Apprenticeship." Doing this will give them a choice to accept or not. If you go out of their range, however, the effect is lost. Because of this, you are not able to just group with someone and apprentice them and leave. You must be with them. This is made so that people who have friends joining the game late

can always group with you during your quests.

# World Of Hyboria

The world of Hyboria (the name of Age of Conan's land) is huge, and there is a lot of area to cover if you plan on exploring the entire game.

The first 20 level is set around Tortage.

# Tortage Beach

This is where you first start out in the world of the Age of Conan. In this area, you will start out your tutorial and learn how to play the game, including how to start quests, kill mobs, and move around. You will also be given your first weapon when you start the game, which is a "Broken Bottle" if you are a mage-type character, or "Broken Ore" if you are a meleetype character.

### Acheronian Gate

This is the first place that you will have quests at where grouping is required. All of the mobs that are found here come in groups, generally of four or more. As well as this, there is a boss here that will require a group to take down.

where some quests will end up taking place at.

# The Stone Quarry

There are a few quests found around here, that are more based on finding items than anything else, such as picking up stone. Around here you can also find mobs like panthers.

# Tortage Underhalls

This is another area where groups will be required, as some of the quests that take place here require going against three or more mobs at a time. Other quests, here, however, can be done solo as they just require finding items that are hanging on the wall, or just finding npc's.

# Tortage Harbor

In this area, you will find a boat on the far north area, which will transport you over into White Sands. Along with this, Tortage Harbor is good for finding multiple different quests.

# Swamp of the Dead

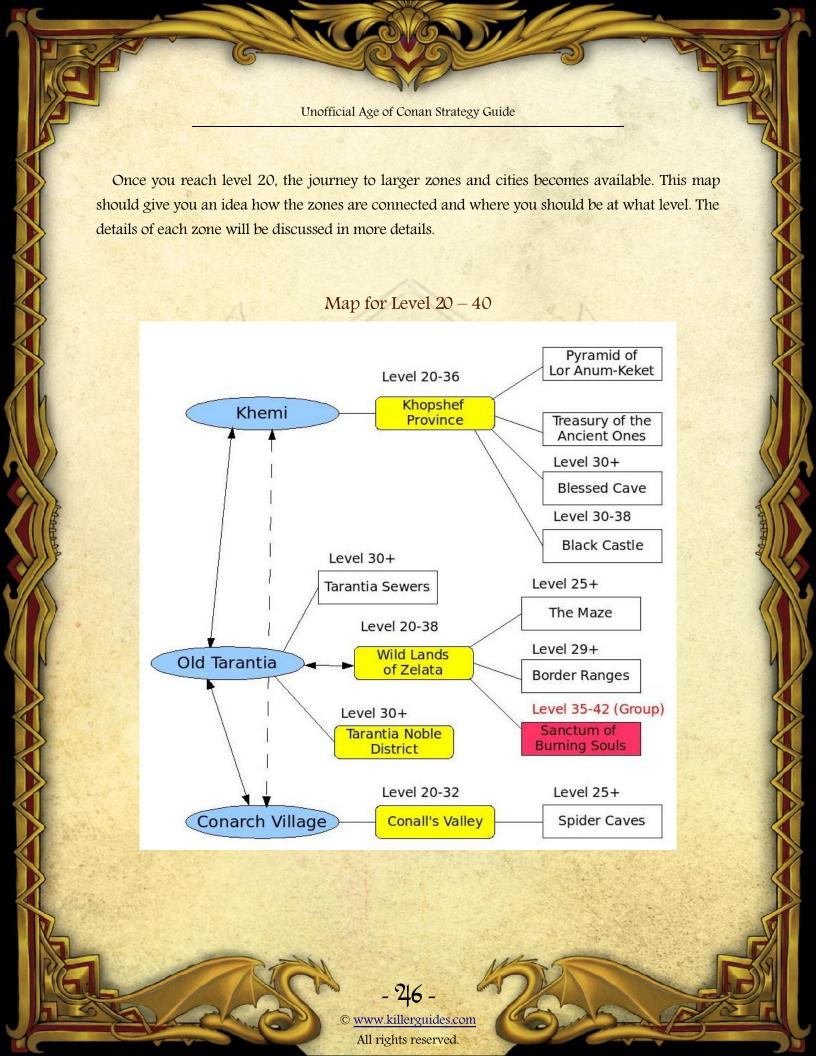
This is a very eerie looking area, with a very lush environment. This is yet another place

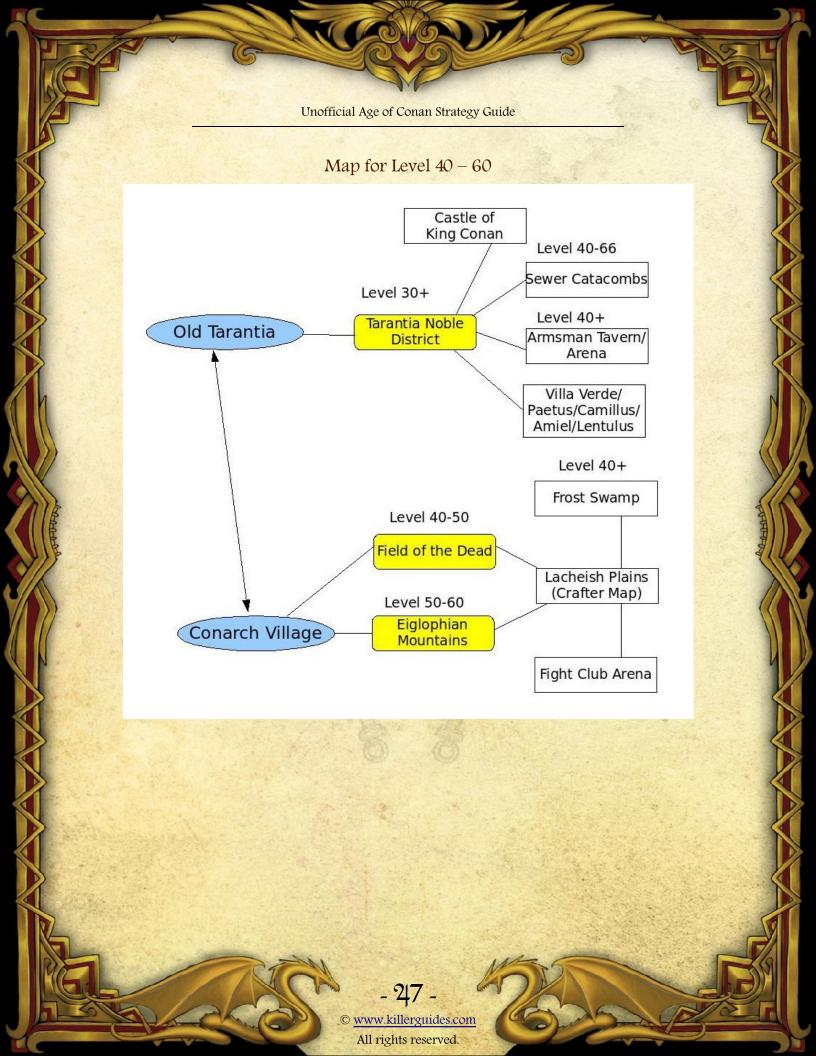
### The Volcano

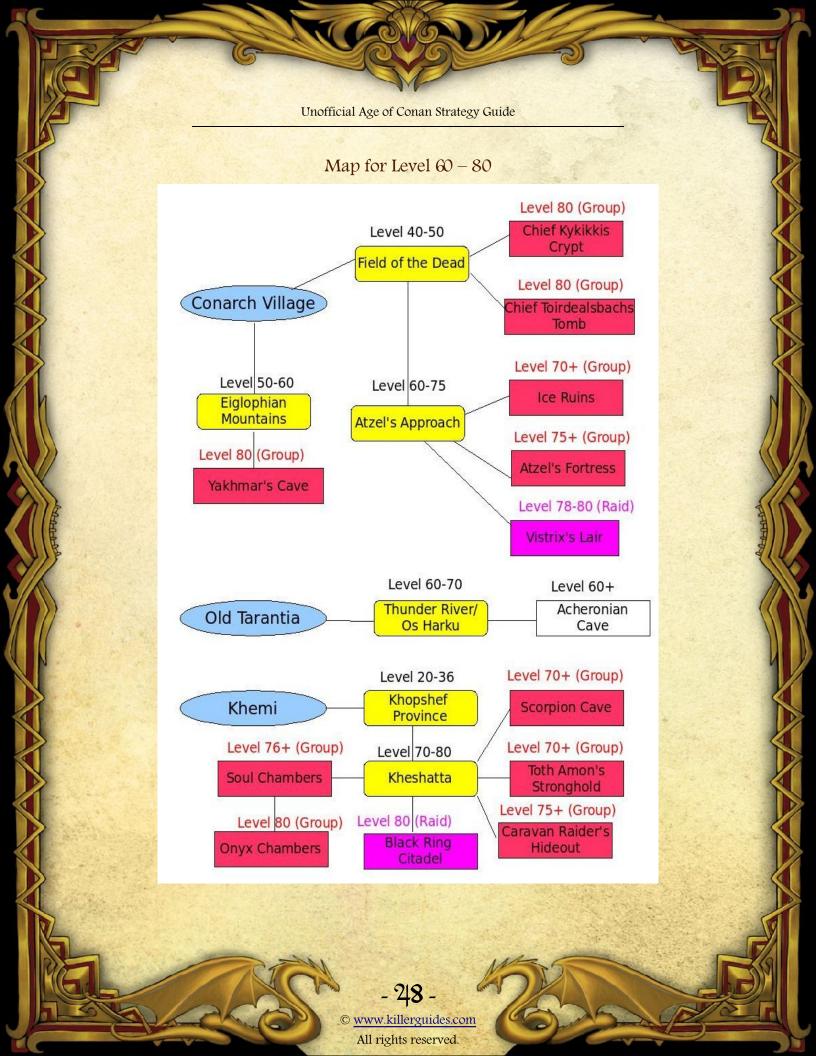
This area has a quest that takes place where you must make it to the very top of the temple that you will see once you enter. The mobs in this area group up into two's and three's, but it is still fairly easy to solo your way through there as long as you are careful.

#### White Sands Isle

This is where the most important level thirteen and below quest takes place, called "Pool of Black Blood." This area is also quite good for leveling all the way from around five or six up until level twenty, if chosen. There are Picts, alligators, and other mobs that can be found here.







# Leveling By Zone

# Tortage City

### Level 1-6

The first area that you start out in is called Tortage Beach. In this area you learn that you are a slave that is attempting to break free, but must follow through with a quest in order to actually escape the shackles that you are bounded by. This area helps out a lot especially in the beginning of the game because it is where you learn how to path around the world of Hyboria, along with learning how to do quests, kill mobs, and loot mobs. This is a single player area, but at the same time you do have the ability to chat with fellow players. These players are not able to see you or hunt beside you because they are in their own instances. Although you will not be able to join them and fight beside them at this point, you still have the choice of adding them to your party, adding them to your friend's list, or just talking to them in the normal chat. This is especially beneficial for new people as they can learn more about the game by talking to more experienced players.

This first area has a lot of mobs that you can kill in order to hit level six quite effectively. As you go along the paths, make

sure to kill anything that you find, including all of the normal mobs, along with all bosses. The drops that you will obtain in this area off the different mobs are not very good, but the experience will help sustain your levels for this first part of the game. Also, by killing all of the bosses and other mobs that you come in contact with, you will learn hands-on how the combat in Age of Conan works.

Upon finishing the beginning quests in Tortage Beach, you will be slowly led towards Tortage City. In here you will quickly be immersed into two choices of game play. You can either stay in "day" time, where you are in multi player, or you have the ability to switch over to "night" time, where you are a single person again. This is done by visiting the Inn, inside the town, after getting rid of your shackles and becoming a free man again. If you do decide to keep doing single player, however, you can only go up to a maximum of level 20. After this is completed, you must go into the multi player world. By this time you should have a pretty good understanding of at least the basics on how to play the game Age of Conan.

# Level 7-19

Levels seven through thirteen are pretty easy to find areas for. Pretty much anywhere that you can find around Tortage City has mobs that are your approximate level.

One of the best places to go, however, is White Sands. In this area your first goal should be to hunt Picts. There are many different ones, ranging from level 7 onwards. Even at level seven, however, these should be pretty easy to kill. Just be careful not to go too far to the south until you are higher level. There are other mobs down there that range from levels eleven to thirteen.

One of the mobs that you should be aware of is the alligator boss that is along the southern coast. This is level twelve, but has a high defense rating and attack, along with a lot of health. Due to this, it is recommended to steer clear of him, and only go after him if you have one or two other people around you. This is possible to kill with two people quite easily, by having one pull him while the other attacks, and then keep swapping off with the one he is targeting running, the other person attacking. He does not have very good drops, however, so is a waste of time when compared to the lower level mobs that are in the same vicinity.

It is actually possible to go higher level than just thirteen here as well, by traveling across the southern coast and going as far to the east

as possible. Here you will find a cave with Lesser Black One's, which are level sixteen, and Black One's, which are level seventeen. With the top gear available by these levels, you should be able to handle these mobs solo, however if you are still lower level or do not have top gear, it may be a good idea to look for either another damage dealer, a healer, or a group to go there with. Leveling here will allow you to progress to level nineteen, which is the required level in order to move on past Tortage, to your home world. The reason the Black Ones are recommended are because they are high enough level, there are many spawns of them, and they have a fairly short re-spawn timer, of only a couple minutes. This allows you to hunt them almost non-stop until you feel that you are ready to move on. Along with this, they drop stackable items that are great for selling to npc's. The Black Ones are good until level nineteen.

#### Wild Lands of Zeleta

#### The Maze - 27

There is an awesome instance in the Wild Lands that is easy to solo, but at the same time gives great experience and gold drops. This instance is called "The Maze." Although there are a couple of quests that take place here, it is also a great place to just farm mobs at when you are wanting to take a break from the

questing. Sometimes just going around killing mobs is much more relaxing than doing quests, especially when most of the mobs that you need for your quests are being farmed by other players.

The Maze does not have very good items, but it is a great place to level at twenty seven. You should be able to reach around level twenty nine here, but it would not be a good idea to try going any farther.

### Sanctum of the Burning Souls - 39

This is the first real "raiding" dungeon that you will experience. There are many different quests that are given and will take place here.

Although the other dungeons below level fourty are quite easy to solo in, the Sanctum is definitely not one of them. In here, you will need to attempt to get a full group of players together if possible, as all of the mobs inside are level thirty nine and have "epic" health and attack.

Even in a full group at level thirty nine, you will be receiving about 500 experience per mob, possibly more. This is not bad at all considering you will also be getting a lot of gold drops and item drops while you go through.

There are also some bosses inside that drop nice weapons and armor, generally blues. These bosses have nice drops, but at the same time are not very easy to kill, so it will take organization in your group in order to successfully handle it.

### Old Tarantia

### Outflow Tunnels - 3 5

This is a great place to do both quests at and level at normally. The mobs in here are possible to kill solo, at level thirty five, if you are careful enough to not pull more mobs than you can handle. The only real issue with this area is that there are a lot of "minions," which do not give as much experience or loot as the real mobs. At the same time, they are much easier to kill, so when pulling ensure that you kill these first.

One of the most positive parts about this dungeon are that the mobs are quite fast at re-spawning, so when solo you will generally always have things to kill. The drops themselves are not very good in this area, however the gold drops are pretty decent. You will usually get between two and three silver per mob, with up to thirty silver on the bosses.

# Leveling By Quests

# **Tortage City**

### Level 1-6

The only real quests that are worthy of doing at this point are those that are set during the night time. This is because they are the main storyline quests. Aside from that, just kill the mobs that you find while you run along the world doing these quests. No other quests at this time have good benefits or items that are worth getting.

#### Level 7-13

During this time, much like from level one through six, there are not many quests that are worth doing. The one that definitely should be done, however, is "Pool of Black Blood." Aside from this, it is a good idea to just kill the mobs that you find while exploring, or start random quests with other players.

By starting on all of the quests that you find available at this point, you can generally find other players who are working on the same ones. The ones in Acheronian Ruins, for example, are beneficial to a point not because they give good items or anything, but because they require team work. What this allows is for learning how to work together with other players in order to reach a common goal.

Along with this, the quests may not have good rewards, but the drops that you may get along the way from mobs can be significantly better than the starter gear, or the gear that can be bought in the npc shop that is inside Tortage City.

### Levels 14-19

There will still be many quests to do around these levels, in Tortage City. Just wandering around you should be able to find plenty of npc's offering quests to you. Along with this, you can work on your Destiny Quests(single player) and they will also grant you experience and assist you in leveling up.

#### Pool of Black Blood

This quest can be obtained by visiting with Proxima during the day time. To find her, you must go to Tortage City and go inside. Once you are inside, run to the northwest side of the town, and you will see ships and one ship that is on land. Near this ship you will see a person with an exclamation mark over her head, named Proxima. Upon talking to her you will be told to go to the White Sands to do some work regarding the "Black Ones." Go to the boat that is marked with the big "X" symbol, and is gold. This will lead you to the canoe that will take you to the White Sands.

Upon arriving, you need to follow the western bank of the shore that you start out on, as far south as you can go. Upon your way you will run into an area where you can go to the east, and follow that. After a while you will end up to a cave where Black One's can be located.

You will need to kill thirty of these mobs for one part of the quest, followed by entering the cave, and killing the Greater Black one. These can be done in any order you choose. Generally the best place to hunt for the Black One's is just inside the cave. There are three spawns outside, and many more inside the cave. The three outside are the toughest though, and the most efficient way to take them down is to kill one, then run away to rest. After that return, kill another one, and run off to rest again. From that point on it should be fairly easy to only pull one of them at a time, so getting the thirty kills should not be a problem at all, even while alone.

To get to the Greater Black One just follow the entrance into the cave and keep going until you find him. He will be quite tough to kill, as he is a boss mob. Because of this, killing him will require one or two other players to be with you(the rest can be killed solo.) Along with this, he will come out with three to four minions. These should be killed first, followed by the boss himself. The best plan for this is to have one person pull them out while the others use Hide and sneak up behind one mob to kill it, followed by the others. Once these others are down, the boss himself is quite easy.

Upon successfully completing all of these steps and returning to Proxima, she will allow you to choose either the top bow or top two handed sword that you can wield at level 13.

### Old Tarantia

This should be the first town that you run quests in, upon arriving at your home land. This area is great because the quests that take place in the city do not require any killing of mobs, and help you with gaining a very good feel of the city and what all it has to offer you. Upon first arriving, the size may make it seem very intimidating, but upon exploring it is fairly easy to figure out where all of the places are. The quests here range from just finding certain buildings and areas, to solving a murder crime, to looking for and speaking to certain npc's. You will even find a quest where you have to race the clock around the city, by visiting all of the most important locations. Included are a couple of the most important quests that can be obtained here. These you definitely do not want to miss, as

they grant not only experience, but also grant statistics boosts as well.

### Destiny Quest: Level 30 - S cyra

Scyra can be found on the "port" (where all of the boats are) in Old Tarantia. This is a quest that you are unable to exit out of, as it is part of your Destiny quest line. Because of this, you will always have it in your log. Near the smuggler that takes you between Old Tarantia and Tortage, you will find her. Talking to her will grant you experience and statistic boosts, such as increased health, mana, or stamina. Upon doing this, you will then be told to return to her upon reaching level thirty.

# Destiny Quest. Level 50 - S cyra

Upon reaching level fifty, you will need to return to Scyra once again. She will give yet another talk about your destiny, and then will grant you experience again, along with a choice between which stat boost you would like again.

#### Melanor's Star

Trajus

This is listed here as it is a quest that many people end up having issues figuring out. Upon starting this quest, you are requested to obtain Melanor's Star. In order to do this, you

must stand next to the man you received the quest from, and look at the other side of the arch from where he is at. Over there you will find a vine up along the wall, of which you will climb(press U.) Upon doing that you will end up on top of the building the man is beside, and will be able to climb up one more time to the very top and grab the star.

### Old Tarantia - Noble District

This is connected to the Old Tarantia bridge that is in the far north side of town. Going into this area will allow you to grab a lot of different quests, mostly geared towards players that are level fourty and above. At the same time, there are some confusing quests in this area, as it seems that the quest log does not explain what to do very well.

#### Death From Above

Watch Captain Falco

In this quest, you are requested to go slay "Nemedian Archers." It does have a way-point, but does not explain how to get to the mobs themselves. When you follow the bridge across the water over to where the circle is, you will know that you are in the correct area. Looking off to the right, you will find trees, however behind them you will find one or two spawns of the archers that are needed for this quest. Along with this, if you look off to

the wall on your left, you will find vines. Climbing up here will have three archer spawns, however you must be careful while up there because they do spawn on the ledge.

## Patterns in Insanity

Officer Carnifex

In this quest you are requested to go on a search for the person who committed murders. Following the way-points your first goal is to walk up to both of the dead bodies. This will tag the second part of the quest, in which you must go speak with the three npc's that are being questioned about the murder. Just talking to them it is obvious the Astrologer is the guilty one, however we must continue with the quest regardless. Upon talking to the officer again, he requests that you go and speak to the "Junk Trader," however it seems this is an un-necessary event at this point. In order to finish the quest what you must do is go back to the two dead bodies. Staring at the wall both of them are up against, you will notice that it is cracked. Break it down with your weapon and go inside to find a npc. Slaying him will complete this section of the quest.

# Khopshef Province

This should be the first place that you go to directly after Tarantia. To get here, go to

Khemi from Old Tarantia, and you will find a npc that will teleport you over into Khopshef Province. In this area, there is a requirement of killing mobs for a lot of the quests, but at the same time the quests are generally pretty easy to complete. There are no areas here that will require groups, as the quests are fairly easy to complete. It is highly recommended that you stay in this area until you have completed all of the quests, because the leveling up will greatly help out in the next area you will be going to.

#### The Slave Rebellion

Captain Nut

This is a quest that can be done solo, however would be recommended to do as a group. Although the quest does not quite explain what to do to free the slaves, it is quite easy. When you go over to the way-point and find the captured people, you will also find mobs that are nearby. Slaying these will allow you to loot keys, which will then be used to free the slaves. Only one person can get credit for each freed slave, however, so if done in a group it is recommended to work out some type of system to ensure that everyone can complete the quest. These have a three or so minute respawn time.

### Wild Lands of Zeleta

This area is one of the most common amongst new players, but it is not the one that should be gone to first. Although it is possible to solo here at level twenty, there are other quests here that require much higher levels. Once you get here, however, there are many different quests that you may partake in. Most quests here require you to go looking for and hunting certain mobs. Some of these are normal mobs, whereas at the same time some of them require you to kill a boss. Although this is true, for the most part all of the quests are able to be done while solo. The only ones that are not solo-able are the ones that are located in Sanctum of the Burning Souls, which is a high level instance.

#### The Lost Child

This quest is somewhat confusing, as the npc that it is obtained from does not explain how to find the "lost child." If you look at your map, you will be able to see the marker, however she will not appear. This is because she is only able to be found when in the "epic" instance. To complete this quest you must first exit the Wild Lands, and then re-enter by choosing the "epic" mode. Going to the marker on your mini-map will then allow you to find her.

# Conall's Valley

When you get to the higher level quests that are located in the Wild Lands of Zeleta, or when you just want a break and a change to new scenery, you should head over to Conall's Valley. This area, much like the Wild Lands, has many quests that you may partake in. There are not very many solo quests here, however, when compared to the group quests. The group quests here will help to prepare you for higher level quests, and to learn your role as an active group participant. Although this is a good thing, sometimes it is not an easy feat to get a group going. Because of this, it is a good idea to start a lot of quests, and look for groups while you are doing the solo quests. This will greatly cut down on your down-time, and allow you to finish your journey here much faster.

# Defeating Iceblade

Although this quest is quite easy to get to the way-points for, it is not very easy to complete it, especially if you are playing solo. It is, however, possible to complete this on your own, without ever killing any of the mobs.

In order to do this, you must go to where the mobs are, and go down the stairs, but go off on the right just before you get to where they can see you at. This is especially easy as a rogue, as "Hide" allows you to sneak past any of them. Other classes, however, can go down the hill right behind the tents. This will allow you to grab one blanket and one of the supplies at a time, but with patience they will respawn and you are able to get all of the items like this.

# **Destiny Quests**

The Destiny quests are the main quests that all classes do, and take place in night time. Because of this, it is single player only, but helps to progress through the story line. Note that these quests end at level twenty.

#### Priests

### Levels 5-10. The Awakening I

This is the first quest that you will encounter when you first enter Tortage (after having completed the introduction quest.)

During this quest, you will take your first trip over to the White Sands area, in order to save a npc from some Picts(this is a type of mob.) It is fairly easy to find all of the npc's in this quest, as everything is clearly marked on your mini map in the top right corner of your screen. Upon completing this quest, by talking

to Belesa in the Thirsty Dog Inn, you will then unlock the second quest here, named "Letter to the King."

### Letter to the King

This quest will send you to one of the hardest areas at this point of the game, because it has to be done solo and is rough due to the mobs being grouped up with one another. This area is the Volcano.

In order to complete this part of the quest it is highly recommended to explore slowly, and get a feel as to what the area feels like. The easiest way to kill the groups of mobs is by running towards one while attempting to cast spells, and then killing it as fast as you can followed by running away and resting. As long as you are very patient with this part of the quest, it should not be a problem to complete.

Once you get to the boss of the area, Shenti-Aku, you get put into a dialog with him. You can choose whether you want to kill him or not, although killing him does yield experience and item drops, so that is the recommended course of action. If you just do not have time, or do not feel like dealing with a boss, however, you can opt out of killing him and just end the quest.

Until you are level ten you will not be able to progress past this point. Go outside and either kill mobs to level up or go into day time and quest or kill mobs there. Upon reaching level ten, return back to night time.

### Levels 10-15. The Awakening II

In this quest, you will end up being sent into the wine cellar. In here you will start a quest that will involve you, Valeria, and villagers being attacked by multiple Red Hand Guards. Your goal here is to fend off the Red Hands while at the same time keeping everyone else protected.

Upon finishing that, you will be going into the Underhalls in a search for five missing guards, which are easily found by looking at the mini map. All of these are in the same general area, but beware of mobs that may be spawned as you explore. Some of them are your level and up. Upon finishing this you will go speak to Nadini again to progress into "Letter to the King II."

# Letter to the King II

In this quest you will learn how to climb ladders and use stealth abilities to not be seen by enemies. Follow the arrows on the mini map to figure out where to go, and then when you get to the ladder you will see a white circle at the bottom of it. Go up to this and press "U" to grab on to it and start climbing.

Once you are on top of the building you will be able to choose between killing all of the mobs on the way to your way point, or skipping them. It is recommended to just kill anything in sight, as you need to be level fifteen in order to continue with the Destiny quest regardless.

Upon getting closer to your goal, you will find a couple bosses. The first one you encounter will be near the bridges, but is fairly easy to kill. The second one is at the end, however, and is not so easy, but is still doable. Just try to kite him if possible, and you should have no issues.

You will find a vial of blood on top of a lot of wooden crates when you finish the bosses. Pick this up, open your inventory, and use it. That will signal the end of this quest. Then it is time to hit level fifteen so you can continue (if you are not already that high.)

# Levels 15-19. The Awakening III

In this quest you will speak to Bartholomo and then go towards Mithrelle's Mansion. Before you get to the location, however, there will be an area that branches out. Go off to the right, after using healing spells, and run

through the poisonous fog towards the right along the wall. You will find Bartholomo's wife as you run. Go to Bartholomo and return his necklace to him, and then go off into Tortage Keep.

In here, you will find Isleen, kill a boss and open a chest that is found behind him, return to Isleen to give her the item you got from the chest behind the boss, and then lead her to the door of the keep. This will mark the end of your quest until you are level nineteen, so level up if needed.

#### Level 19. The End Battle

In preparation for this quest, it is a good idea to purchase and bring some potions along with you. Once you have started The End Battle, you can not just exit it.

Your first step here is to go to Nadini, who is not easy to get to due to resistance on the way. You will run into a few Red Hands, and a Sergeant. It is best to attempt pulling one or two mobs at a time rather than all, to ease the fight significantly. Once you have defeated all of them, you will have liberated the Southern City.

Once you reach Nadini's house, you will find Tarisha outside on the ground. She will be a mini boss that you must defeat. Upon killing her, you will have liberated the Noble District. Inside Nadini's house there is a guard that must be defeated, and upon talking to her she gives you a Phoenix Medallion, which is very important for this quest.

Go back the way you came to get to Nadini's house, and you will go down the path towards the harbor. Upon passing over the second bridge, you will find Delia with guards around her. The easiest way to defeat these is to pull one or two at a time, rather than the group. Once you have defeated Delia, you will have liberated the Northern City. Upon moving farther towards the harbor, you will run into a barricade. Take out your weapon and attack it to destroy it.

Upon going through the barricade you will find yourself in the middle of a big battle. Do not attack anyone from either of the sides, and instead just ignore them and move along. When you get to the wharf, you will find the Red Hand High Priest, and you must defeat him. Once this is done you will have liberated the harbor. Go towards the lighthouse and kill the enemies that you encounter along the way. You will also end up running into another barricade, but just destroy it the same way as you did the first. Once this is done, you will be attacked by guards. Upon killing them

and moving on you will find another mini boss, named Sakumbe. Slay him.

Once you go behind the lighthouse, you will find a boat. Go onto it to start fighting Strom. There will be many different waves of Red Hands that attack you, so be prepared to use potions as needed, and be sure to rest in between waves of mobs. Upon finishing the killing of the last bodyguard, Strom will then attack you. Kill Strom now, and step off the boat to speak with Kalanthes. Now you will leave Tortage and enter your character's home land.

# Rogues

# Levels 5-10. The Awakening I

In this quest, you will be learning how to utilize the climb ability. When you get to the way-point on your mini-map, you will see a guard at the bottom of a ladder. Slay him and go up to the ladder. When the "use" icon shows up in the bottom of your screen, click on it in order to start climbing. Once you are on top of the roof, you will find multiple mobs on top of buildings, along with a way to get across from one roof to another. Although it is possible to kill all of these mobs, it is much easier to just use "hide" and sneak past all of them. Once you get to the roof above

Quesade, a cut-scene will take place and this quest will be over.

### Letter to the King I

In this quest, you will be taking a trip to the Volcano. Although this area does have a lot of group mobs, it is very easy to make it through with patience and slow progression. Once you get to where the boss, Shenti-Aku is, you will partake in a dialogue with him. During this, you will be faced with the choice of either fighting him or not. Either choice is fine, as neither will influence the story progression, however it is recommended to slay him for the experience and drops.

# Levels 10-15. The Awakening II

This quest is pretty straight-forward. You will start off by going to Bartholomo's house. One way to find it is to sneak behind the npc's as they travel there, although you may just go directly to his home. It is located directly to the left of the land-based ship. Once you take the scroll you got at Bartholomo's house to Tina, she will send you to Mithrelle's mansion. The guards that are located right outside of her mansion are not aggressive, so it is not required to kill them. Once you get inside the mansion, start out by going upstairs. Towards the left side you will be killing a lot of mobs, followed by finding a room with a magic barrier. Clearing this room deactivates the

barrier that goes to the bottom floor. Head back down to the first floor again and kill everything on the left(while you are facing the door) and then you can grab the scroll.

### Letter to the King II

In this quest, you start out by going to Arias, who wants you to get blood from Casilda. Once you have obtained it, you are told to climb up the volcano, followed by replacing the virgin blood with Casilda's. The trip up is fairly easy if you are patient and slow. Once you have completed this swap, a cut-scene will take place, followed by the ending of this quest. To start the next quest, you must be level fifteen.

### Levels 15-19. The Awakening III

Your first step here is to go to Ulric's mansion to kill him. Inside, there are three guards in the first room. Ensure that your "hide" skill is maxed out and you will be able to sneak past all of the guards. Once you get up to Ulric's room choose the option key while next to him and you will see a cut-scene of you killing him. Return to Tina afterwards. Now it is time to go after Strom. Follow the way-point and climb the ladder you end up coming to and enter the Keep. All of the goals here are marked with way-points. Use "hide" to explore the Keep thoroughly in order to reach all of the goals. When you have

completed everything here, return to Tina. This is the last quest you are able to do until you are level nineteen.

#### Level 19. The End Battle

This is your final test before venturing past the starter area of Tortage. Start out by killing the Red Hand Sergeant, which is quite easy to do. When you go towards Nadini, Tarisha will pop out of the ground. She is a harder battle but it should be fine. Kill her. Once you talk to Nadini, she will send you to slay Delia and the Red Hand High Priest. When you get to the first barricade, destroy it with your weapon. After killing the two mobs in your quest, you will be sent after Strom himself. He is a very easy battle, and once you finish killing him you will be transported to your home land.

#### Soldiers

# Levels 5-10. The Awakening I

During this quest, you will take your first trip over to the White Sands area, in order to save a npc from some Picts(this is a type of mob.) It is fairly easy to find all of the npc's in this quest, as everything is clearly marked on your mini map in the top right corner of your screen. Upon saving the npc, you will be sent by Sigurd to find Tina's brother. After following the other steps of the quest, you will end up being sent to kill a mini-boss, who

drops the key to the lighthouse. Upon doing this you will enter the lighthouse and talk to the npc there, followed by going back to the Thirsty Dog Inn and finishing this quest.

### Letter to the King I

This quest starts out by talking to Si-Khu and receiving a scroll. Once you have this, exit the Inn and go towards Arias' camp. Once you talk to him you will be following along a path and killing slaves that you encounter along the way. Keep following the way-point until you get to the first camp, and follow through that. Do not worry about the climbing areas, as they are useless at this point. Keep going until you get to the bridge and follow across it while killing everything you find. Keep following along the way-point and eventually you will end up running into Shenti-Aku. He will give a dialogue in which you can choose to either fight him or not, and the choice does not influence the finishing of the quest. It is recommended to fight him, as he does give experience and drops. Once this is done return to the Harbor and speak to Redrik, giving him the letter you received. This is all that you can do at this point, so go ahead and level up to ten so you can continue your Destiny quests.

### Levels 10-15. The Awakening II

This will be your first trip to the Underhalls, while doing the Destiny quests. Once you get to the Wine Cellar, move on into the Underhalls. In here, you will kill all of the mobs that you run into along your way to Tangerra, followed by speaking to him. Once you have spoken with him, you will exit the Underhalls and return to town, where you will follow the way-point over into the warehouse. Kill all of the Red Hands that you find along your way, and follow Quesado to the Keep. When you get to the Keep, Quesado will end up attacking you, so you must kill him. When you finish killing Quesado, help Victoria with the other guards, and talk to her and Sigurd, followed b Nadini.

# Letter to the King II

In this quest, you start out by going to Arias, who wants you to get blood from Casilda. Once you have obtained it, you are told to climb up the volcano, followed by replacing the virgin blood with Casilda's. The trip up is fairly easy if you are patient and slow. Once you have completed this swap, a cut-scene will take place, followed by the ending of this quest. To start the next quest, you must be level fifteen.

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## Levels 15-19. The Awakening III

This quest will start out by you going to multiple npc's and talking to them, followed by a cut-scene of you being locked up in jail by the Red Hands. When this happens, kill the Torturer and take the key, then open the door to the cell and exit. Upon following your waypoints, you will end up running into a lot of mobs. Because of this, going stealth may be a good option at this point. Along with this, be careful as to how many of the mobs you pull at one time. As long as you can pull one or two, everything should be fine. Once you escape, you will then be sent to White Sands, where you will go get a potion for Tina, to cure her. Once you get there, follow the marking on your mini-map, and be prepared for a rough battle. You will be attacked by multiple mobs, plus a boss, so potions would probably be of great benefit for this battle. Once you are done, return to the town, talk to the npc's, and go cure Tina by walking up to her bed and using the "use" function. Now go out and kill mobs if you are still a low level. Upon reaching level nineteen, you will then be able to complete the final quest of freedom.

### Level 19. The End Battle

In preparation for this quest, it is a good idea to purchase and bring some potions along with you. Once you have started The End Battle, you can not just exit it.

Your first step here is to go to Nadini, who is not easy to get to due to resistance on the way. You will run into a few Red Hands, and a Sergeant. It is best to attempt pulling one or two mobs at a time rather than all, to ease the fight significantly. Once you have defeated all of them, you will have liberated the Southern City.

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Upon going through the barricade you will find yourself in the middle of a big battle. Do not attack anyone from either of the sides, and instead just ignore them and move along. When you get to the wharf, you will find the Red Hand High Priest, and you must defeat him. Once this is done you will have liberated the harbor. Go towards the lighthouse and kill the enemies that you encounter along the way. You will also end up running into another barricade, but just destroy it the same way as you did the first. Once this is done, you will be attacked by guards. Upon killing them and moving on you will find another mini boss, named Sakumbe. Slay him.

Once you go behind the lighthouse, you will find a boat. Go onto it to start fighting Strom. There will be many different waves of Red Hands that attack you, so be prepared to use potions as needed, and be sure to rest in between waves of mobs. Upon finishing the killing of the last bodyguard, Strom will then attack you. Kill Strom now, and step off the boat to speak with Kalanthes. Now you will leave Tortage and enter your character's home land.

# Mages

# Levels 5-10. The Awakening I

This quest starts out with you speaking to a few npc's, followed by heading over to the White Sands. Follow the marked way-points on your mini-map until you run into Arias, while killing anything on your way there. All of the mobs here are aggressive, so it is a good idea not to just run, and instead clear your path. Once you get to Arias, he will be under attack by Red Hand Sentries, so slay them and speak to him. Go to the Inn and speak with Cramaleico, followed by leaving to go to Mithrelle's mansion. When you enter the mansion, you will need to kill all of the mobs that you run into, as all of them are aggressive. Follow the path to the right until you find Mithrelle, and speak to her. She will send you off to obtain ingredients for a spell. Follow the way-points for the remainder of this quest, and it should be very easy.

# Letter to the King I

This quest starts out by talking to Si-Khu and receiving a scroll. Once you have this, exit the Inn and go towards Arias' camp. Once you talk to him you will be following along a path and killing slaves that you encounter along the way. Keep following the way-point until you get to the first camp, and follow through that. Do not worry about the

climbing areas, as they are useless at this point. Keep going until you get to the bridge and follow across it while killing everything you find. Keep following along the way-point and eventually you will end up running into Shenti-Aku. He will give a dialogue in which you can choose to either fight him or not, and the choice does not influence the finishing of the quest. It is recommended to fight him, as he does give experience and drops. Once this is done return to the Harbor and speak to Redrik, giving him the letter you received. This is all that you can do at this point, so go ahead and level up to ten so you can continue your Destiny quests.

## Levels 10-15. The Awakening II

This is a pretty fast quest. You will start out by going to Mithrelle's mansion and speaking to her. Go to where Renton is and kill the mobs around him, followed by interrogating him. Now it's time to go back to Mithrelle, who is found in the Inn. Now go back to Renton, who is in his house. Once you get in his house kill all of the mobs, including the mini-boss that you find inside on your way up. Talk to Renton and kill him, and talk to the other npc's on your way-point.

# Letter to the King II

In this quest, you start out by going to Arias, who wants you to get blood from Casilda.

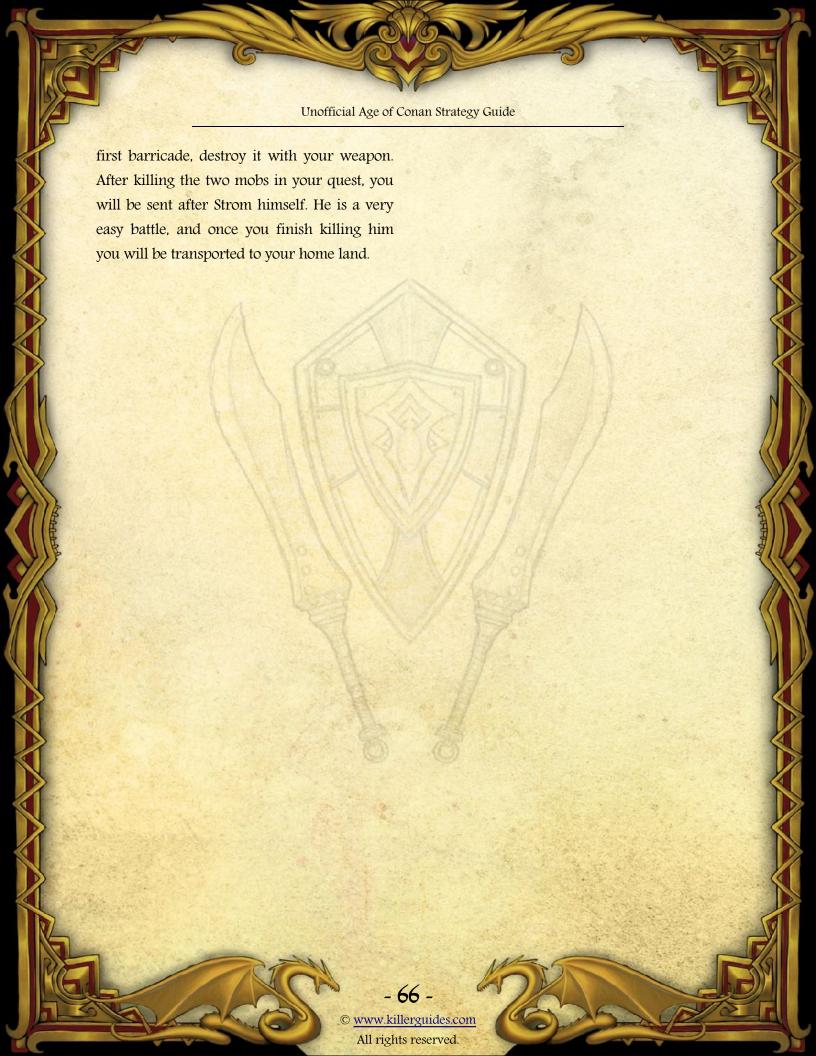
Once you have obtained it, you are told to climb up the volcano, followed by replacing the virgin blood with Casilda's. The trip up is fairly easy if you are patient and slow. Once you have completed this swap, a cut-scene will take place, followed by the ending of this quest. To start the next quest, you must be level fifteen.

### Levels 15-19. The Awakening III

This starts out with you speaking to Mithrelle, followed by going to the boat that is on land and slaying the guards there. Now talk to Cramaleico. Go back to Mithrelle and go into the Underhalls after speaking with her. You will be going towards the prison area, where you will enter the Keep and speak to Mithrelle again. Once you speak to her, she will tell you where to go, so the rest of the quest is pretty straight-forward. Once this quest is complete, you will need to go level up until you are nineteen in order to progress.

#### Level 19. The End Battle

This is your final test before venturing past the starter area of Tortage. Start out by killing the Red Hand Sergeant, which is quite easy to do. When you go towards Nadini, Tarisha will pop out of the ground. She is a harder battle but it should be fine. Kill her. Once you talk to Nadini, she will send you to slay Delia and the Red Hand High Priest. When you get to the



# PVP

# PvP Function And Options



ge of Conan contains multiple different PvP(player vs. player) modes that you can take part in.

These include drunken brawling, siege PvP, and PvP mini games.

In the mini games, there are two different options, which are team vs. team(TvT) and capture the flag(CTF). In both of these types, all players are separated into two groups, the red team and the blue team. There are two areas that can be captured, north and south, that will allow you to resurrect when you are killed. As long as your side owns at least one of these, you can die and be resurrected as many times as you want. If both are owned by the opposite team, however, the only way to be resurrected is by other players. The goal of TvT is to either completely obliterate the opposing team, or to get more kills than they do. In capture the flag your goal is to pick up the enemy flag and take it to your base, much like you see in other games.

During siege PvP's, you get to take part in guild vs. guild battles in order to take over keeps. Each castle owner has a time frame that

they must set up where other guilds can attempt to take over their territory. The longer this frame is open, the more benefits the current owner earns. Because of this, there will often be times when your guild can take part in sieging their territory.

# Guild, Cities And Battle Keep

## Guilds

There are many different benefits to being part of a guild, with the most obvious being that you become part of a larger group of players, rather than just a solo person. This generally allows you to find groups much easier for doing quests or just farming. Along with this, it will help in gaining the back-up needed for battles while out hunting in different areas.

### Cities

Another benefit of having clans is that cities can be built. In order to build these, however, there must be a minimum of twenty-four other players in the guild, and it will require many different materials, along with financing.

When making cities, there are many different buildings that can be added to it. Each one has its very own benefits, and all of them have the ability to be upgraded.

## Armorer's Workshop

This building will benefit armor smiths that are in the guild. This is an area where different parts of armor can be made

### Alchemist's Workshop

In this area, there are many different items that are commonly thought of as being potion makers, such as cauldrons, substances, and mystical surroundings. This is where potions will be made by alchemists, and will also grant benefits to those alchemists.

# Blacksmith Workshop

This building is helpful to have built for a guild as it benefits the blacksmiths in their quest of crafting.

#### Barracks

The Barracks gives Soldiers added benefits, like higher defensive status and more invulnerability to different types of attacks. This can be considered as their "home."

# Engineer's Workshop

This benefits all of the engineers in a guild. It is where siege plans and weapons can be planned out at, which is helpful when it comes to sieging against other guilds.

### Temple

This building offers the healing classes added benefits. The benefits include things such as increased invulnerability against enemies' magic and added defense.

#### Thieves' Guild

This building helps out the Rogue classes, by allowing them to increase their sneaking skills and increasing their damage done during attacks.

### Tradepost

The trading post not only benefits clan members, but outsiders as well. This is where players can go to get in touch with the trading market, where things can be bought and sold.

### University

The University is used to benefit damage dealing mages. This adds on to their magic by increasing their destructive magic's potency, thereby increasing the power of it.

#### Wall Gate

Wall gates are used to protect the town from other players, as well as possible mobs that may attempt to walk into the town. Along with this, it is very beneficial during sieges. Only clan members have the ability to open and close the gate.

#### Wall Section

Wall sections can be put up to add more defense, sort of like the wall gate. This is also extremely helpful during sieges as you are able to stand on top of them and have a line of sight outside of the town. This will allow for viewing incoming enemy troops.

#### Watch Tower

Watch towers are set up to archers to attack enemies by utilizing the shooting platforms. This also allows ballista to shoot back at enemy siege weapons, assuming it's a battlekeep.

# Battle Keep

There is a keep that must be created by guilds in order to even start building other parts of the town. Due to this, it is the most important building that a guild can have.

The keep can be upgraded to a stage three building, and each version of it has added benefits. These benefits are for both other players, in terms of the buildings that can be created, as well as the defense of the keep and walls.

During a siege, the goal of the enemies are to destroy the keep of the guild that they are attacking, and the defending guild has the job of protecting their keep. If the keep is destroyed, the attacking guild wins the battle and earns the right to build their city on top of where the old one used to sit.

# PvP Strategies Against...

# Rangers and Assassins

# Magic Casters

Magic casters have both the easiest strategy, but also the hardest strategy when it comes to fighting Rangers or Assassins. Although most casters do a significant amount of damage, the fact that they are generally in cloth armor also means that they take a lot of damage. Because of this, the best plan is to go all out offensive, without worrying about debuffs. The reason is that the battle will go quite fast, so you want to deal as much damage as possible in a short period of time. It is not a good idea to even think about healing at this point, as the damage done to you will far exceed that of which you're able to heal.

# Medium and Heavy Armor Users

Both of these classes generally have much more physical defense than other classes, although they do lack the evasion necessary in order to evade attacks. The primary goal of these classes is to knock down the Rangers or Assassins, if at all possible. The time that it takes them to get back up will allow enough time to deal significant damage before they get up. Something to keep in mind when one of these classes is that you must not let the archer kite you. By doing this you can easily out damage them due to physical defenses and invulnerability ratings.

### Light Armored Classes

This includes other classes such as Rangers and Assassins as well. For other Rangers, the idea is to keep the enemy from using their specials, while at the same time landing yours. All light armored classes do have one skill that helps significantly when it comes to attacking people who can run away (such as the Ranger and Assassin) which slows them down. Because of this, it is very imperative to slow the enemy before worrying about any damage output. This helps out because when people get low on health they generally attempt to run, which gives you the chance to keep attacking since you will be much faster than them.

# **Priests and Tempests**

# Magic Casters

For magic casters, this should be a fairly easy battle. Priests are great at healing, though their damage output is significantly lower than other classes. Because of this, if you are also a Priest or Tempest, you should follow the same general strategy as the damage dealing mages. The goal for all of these is to just use your strongest spells to knock out the enemy as fast as possible. When low on mana, however, it is a good idea to get distance between you so that you can regenerate some and continue attacking.

# Medium and Heavy Armor Users

These classes have the battle pretty easily. All of these are able to easily take the damage that is given to them, which allows them to live longer while outputting damage. Also, these classes should be focusing on knocking down the enemies and pounding on them while they are incapacitated. Using fast hits will help by canceling their spells as well, keeping them from being able to buff or heal themselves.

# Light Armored Classes

Light armored classes have one of the highest damage outputs in the game. Because of this, it is not worth using any special skills or combos, but instead just use a damage increasing buff and use normal hits to kill the enemy. They should be able to kill robe users fairly fast, making combos a waste of time.

# Necromancers, Demonologists, and Herald of Xotli's

# Magic Casters

Because these three classes are mages, but also use a lot of mana, it is a good idea to do what you can to keep yourself healed while running down their mana. Once this is done, use your damage over time spells, followed by the strongest hitters. At the same time, however, you must ensure that you do not run out of mana.

# Medium and Heavy Armor Users

These classes probably have the hardest time when it comes to fighting damage dealing mages. The reason is because they can be kited. Such was the case with Rangers, you must attempt to keep the mages from outrunning you. Knocking them down will give a very good chance to knock down a lot of damage. Also, using daggers and magical defense buffs whenever possible will help greatly in the battle because you can keep the enemy from casting due to high hit rates.

### Light Armored Users

Light armored characters, just like against the healing mages, should be using the same tactics. One thing to keep in mind, however, is that the Necromancer and Demonologist have summons. Because of this, it is not really a one versus one battle, and instead is one versus many. Although this does stand true, it is a good idea to ignore the summons and go for the main character instead. Generally, it is best to stealth over to the enemy when possible, and start off the battle by using a special move. Being that the enemy will be in robes, it should be a fast kill as long as you have the preemptive strike. If they get the first strike, however, it could cost you the battle.

# Dark Templar

# Magic Casters

Magic casters will have one of the easiest times when attacking Dark Templars, because they do have high physical defense, but their magical defense is not so great. Along with this, Dark Templars do much less damage than the other classes. Magic users should be using nothing but offensive spells, preferably those that do instantaneous damage, rather than damage over time. Along with this, using a spell and running is the most efficient way to PvP. This is because Dark Templars will

usually be using swords and shields, so they can not hit you unless they are close to you.

### Medium and Heavy Armor Users

For these classes, the fight against Dark Templars can be one of the hardest. Medium and heavy armor users are dependent upon physical attacks, which is what Dark Templars are the most resistant to. In this battle the best plan is to focus more on debuffs and damage over time skills, such as bleed. These will allow you to keep constant damage inflicted onto the opponent, while at the same time not having to worry about being attacked. Just going head-on would not be very efficient due to the defense.

# Light Armored Users

These are the hardest classes to kill Dark Templars with, due to the fact that they just don't have very many debuffs. With Assassins, the best choice would be to sneak up behind the enemy and just use skills as fast as you can, while running at low health and going back into stealth mode.

With Rangers, however, the battle is much harder. Generally classes with heavy armor have higher defense, which makes them more resistant to arrows. Because of this, Rangers have the choice to either "kite" (hit and run, hit and run) the target with a bow or

crossbow, or to just keep using the one or two damage over time skills you do have, in hopes that over time their health will drop enough to allow you to finish them off.

# Bear Shamans

# Magic Casters

Bear Shamans are one of the toughest classes for mages to kill, solely because they have the ability to dish out a lot of damage, while at the same time healing themselves. Because of this, you must concentrate on buffing your defense first, and then attacking and using their heal time to debuff them to make your next spells more powerful. If this is done correctly, it is possible to win in a one versus one battle.

# Medium and Heavy Armor Users

These classes will have a fairly easy time defeating Bear Shamans, as most of their damage is physical. Players with heavy armor have the highest physical defense, making the Bear Shaman's hits much less powerful than against other classes. The goal here is to keep control of the battle by knocking the shaman back as often as possible to keep them from being able to heal themselves.

#### Light Armored Users

Bear Shamans are also light armored users, which puts these classes at somewhat of a disadvantage. Although these damage dealers do inflict a lot of damage over a short period of time, the shaman has the ability to heal themselves. Because of this, the main focus should be to land as many damage over time spells as possible, so even while the shaman is healing they are taking more damage than they regenerate. Another thing to do is to kite them when possible, especially if you are playing as a Ranger.

## Guardians, Conquerors, and Barbarians Magic Casters

Being that all three of the classes are extremely powerful, but do not have many ranged skills, it is a great idea to attempt kiting them. With this in mind, the goal is to attack them while at the same time not allowing them to attack you back. To do this, it is important to choose skills that are both powerful and fast casting. This will allow for running, casting a spell, and running again.

#### Medium and Heavy Armor Users

For these classes, the battle is a little rough. Being that both sides are more set up for melee, it is going to be a close up battle. The enemy will have more attack power, while you will have more defensive power. Because of this it is vitally important to use as many debuffs and damage over time skills as possible. Doing this can make or break your chances of winning.

#### Light Armored Users

These classes have the battle fairly easy, being that they can just kite the enemy. Assassins can sneak up on them, attack from the dark, and run to re-stealth. Rangers can attack and run, attack and run, and continue doing that until the enemy is down. This is pretty much the same as fighting the tanks, as the goal is just to keep the enemy from getting too close to you.

# ECONOMY AND GOLD GUIDE

## **Currency And Trade**



he currency in Age of Conan has a very easy to understand value system. There are four different

denominations of currency, which are tin, copper, silver, and gold. One hundred tin is equal to one copper, one hundred copper is equal to one silver, and one hundred silver is equal to one gold.

There are a few different ways that you can earn currency in the game. First of all, you can go kill monsters for loot. This can then be sold either to other players, or to the game's npc shops. Alternatively, you can gather materials and use those to sell to crafters of some sort, or keep them and craft your own items to sell. Along with this, items can be obtained during raids.

One of the easiest ways to sell more expensive items is by using the trade post, or auction house. This allows you to list different items that you would like to get rid of, along with the price of which you would like to obtain for them. If someone purchases your

item, they instantly obtain it, and you get the currency instantly as well. This allows you to hunt while at the same time selling or buying items from other players. At the same time, this allows you to sell items while you sleep or at work or school.

You may also trade items to other players, whether it is just to give it to them, to trade, or to sell directly to them. To do this you can target the other player and at the bottom of the screen you will see an icon that looks like two hands. Clicking this will open up a trade menu. The menu is separated into two parts, which are for the items that you are offering to the other player, and the items that the other player is offering to you. In order to keep people from editing their trades right before accepting, editing them after having clicked accept will then reset the trade.

#### How to tell if items are valuable

In terms of items that you should be on the look-out for, keep an eye out for blue items. Although these do not always have better stats than the normal weapons, they are still seen as being special, and so are sought after quite often. Generally these drop off of the bosses that are in "epic" instances, however may also occasionally drop off of normal mobs.

Another way to know that an item is very valuable is by paying attention to its status benefits. Some armor, for example, may add evasion, health, mana, or other benefits. The most valuable ones for mages are those that decrease the "hate" obtained while healing. The most valuable ones for rangers and assassins are those that add to "Hide," as this decreases the chances of being seen by mobs while wondering around. In terms of tanks and other heavy armor users, the best benefits are those that increase health.

In terms of weapons, the most important ones are those that give a chance of fatalities. These are chances that are normal passives, so are not influenced by skills being used. These are very good for battles as you have the chance to kill someone or something in only one attack. The downside to this, however, is that the chances are low.

## Crafting

#### Overview

All classes gain the ability to choose a crafting profession at the level of forty. Along with this, all of the crafting professions are available to every race and class, so it is not imperative that you watch what class you

choose in the beginning. There are five different classes of crafters.

#### Weapon smith

This class of crafter has the ability to craft all of the different types of weapons, whether they be bows, throwing weapons, swords, blunts, staffs, or anything else. This will be a very common class among players solely because it has the ability to earn the most currency. Along with this, having high end weapons can be very helpful later on in the game.

#### Armor smith

This type of crafter is able to create all of the different types of armor. This includes light, cloth, medium, heavy, and the other types that are available. This will not be as desirable as the weapon smith, but will still be greatly wanted as armor also helps in battles during both PvP and PvE.

#### Alchemist

Alchemists have the ability to create different types of potions. Some of these do things such as heal your mana or health, while others can boost your statistics temporarily, or give temporary buffs. These

will not be quite as wanted as other crafter classes, as a lot of the potions can also be bought from the npc stores.

#### Architect

Architects are one of the most vital classes of crafters when it comes to guilds. This is the only class that is able to create blueprints for buildings and towns. Because of this, there will generally be at least one of them in each clan. These are very helpful in the game, but keep in mind that they do not really have too many benefits when solo, as most of their skills are related to clans.

#### Gem Cutter

This is a class that has one of the most important roles, other than the weapon smith and the armor smith. This is because they have the ability to turn rough gems into enchantments. The enchantments can then be added onto weapons to give them special abilities, or to make them more potent. These can only be added to weapons that are actually crafted, however, and cannot be added to those that are found while hunting in Hyboria.

## Gathering

#### Overview

There are six different classes of gatherers. Each class has the ability to go out and search for a different type of material that is required for crafting. Along with this, most items require multiple different types of materials, thereby needing more than just one type of scavenger per item.

#### Mining

This class has the ability to go looking for materials such as copper, tin, iron, aurachalcum, blue iron, and more. These are all very common, especially when it comes to crafting weapons.

#### Prospecting

The profession of Prospecting allows you to gather resources like silver, electrum, gold, illustrium, and platinum, as well as other material types.

#### Skinning

The Skinning profession allows you to go out in search of different types of leathers, as well as other materials that come from skin. There are not just different types of skins, but also more than one type of leather, depending on what it is from, and the quality of it.

#### Stone Cutting

This class is able to farm materials such as sandstone, granite, obsidian, adamant, and basalt, along with others.

#### Weaving

Cotton, wool, flax, bloodflax, and cottonwisp are a few of the materials that are able to be obtained using this type of scavenger.

#### Wood Cutting

This is the sixth possible class of scavengers. This is useful for farming for ash, yew, oak, soulwood, amberwood, among other materials.

## How To Learn Crafting/gathering

#### Crafting

In order to learn crafting, you must first be level fourty. Upon hitting this level, there are

three different towns in which you can learn your trade. The three areas are Purple Lotus Swamp, Pointan, and Lacheish Plains. Pointan is the most common one that people use, as it is very easy to path around.

Once in your town, you will find many different npc's that can teach a crafting profession. Upon talking to them, they will give different goals you must reach in order to learn the trait and be able to use them openly.

The first parts of the quests will require you to purchase items from the npc's, which can cost quite a bit. Because of this, it is very helpful to have a guild to help you with earning the gold required for your trait. After-all, it does benefit everyone.

#### Gathering

You are able to take on all six of the different gathering professions, although they do take quite some time in order to completely level up. These npc's are in the same area as the ones for crafting professions, so they are easily found.

Upon starting on the quests, you will be required to go around to "nodes" and withdraw minerals from them. As you find the nodes, you will notice that they have health. As long as they have 11% or more you are able to withdraw minerals from them, but 10% or less you cannot. Each time you withdraw from one of them you will earn one mineral and it will take 10% away from its health. Also, when farming minerals, you will randomly have Picts come chase after you, which are usually your level minus one(meaning if you are fourty, they will be thirty nine.) Along with this, when farming the mineral actively, you will sometimes have a mini boss spawned on you that you must defeat before continuing with the minerals. Always be prepared to battle these, and they will be the same level as the Picts are.

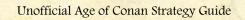
One thing to keep in mind while farming materials is that the "Prey" you will find running around are not aggressive. As long as you do not hit them, they also will not hit you. At the same time, these are the mobs that you will find leather off of, so it is a good idea to kill them if they are at your level or around it. Notice, however, that they will run from you when you get too close. Because of this, you will be required to use a ranged attack to make them aggressive towards you.

Upon exploring the different lands, you will find many different nodes, for different materials. The quests you are working on will tell which materials to go for, so once you find the nodes it is fairly easy to tell what you are farming.

Here are some of the nodes so that you can find yours much easier.







## APPENDIX I – FEATS OF CLASSES

## Priests

#### Priest of Mitra

	Priest of Mitra
Feat N ame	Feat D escription
Ether Flow	Increases mana regeneration in and out of combat
Ether Discharge	Gives the priest mana restoration with each person healed when using Vigor of Spring, Wave of Life, or Blood Flow
Far-reaching Spirit	Increases the range of burst heal prayers
Spirit Armor	Adds protection from physical damage
Saintly Warrior	Grants a chance of recovering mana when struck in melee combat
Healing Spirit	Reduces the mana cost of all healing spells
Guiding Spirit	Decreases the re-use time of cone heals
All-encompassing Spirit	Increases the area of effect of cone-based heals
Presence of Mind	Reduces the cast time of burst healing spells
Focus	Decreases the chance of spells being interrupted
Grace	Passive hate reduction
Shroud of the Gods	Makes all enemies in the vicinity less likely to attack the priest
Soothe the Soul	Reduces a target's aggression towards the priest
Spirit Aegis	Adds protection against hostile magic
Improved Smith	Increases the damage done by the Smite incantation
Holy Vengeance	Adds a stacking damage multiplier buff when using heals
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Increases critical strike chance of Rebuke
Reduces the cool down time of Rebuke
Increases damage done by friendly targets for 60 seconds after being
effected by Radiance
Causes Radiance to inflict holy damage to all enemies within fifteen meters as well as heal allies

Decreases the cool down on Hand of Mitra

## Tempest of Set

Admonishment

Improved Rebuke

Glowing Radiance

Searing Light

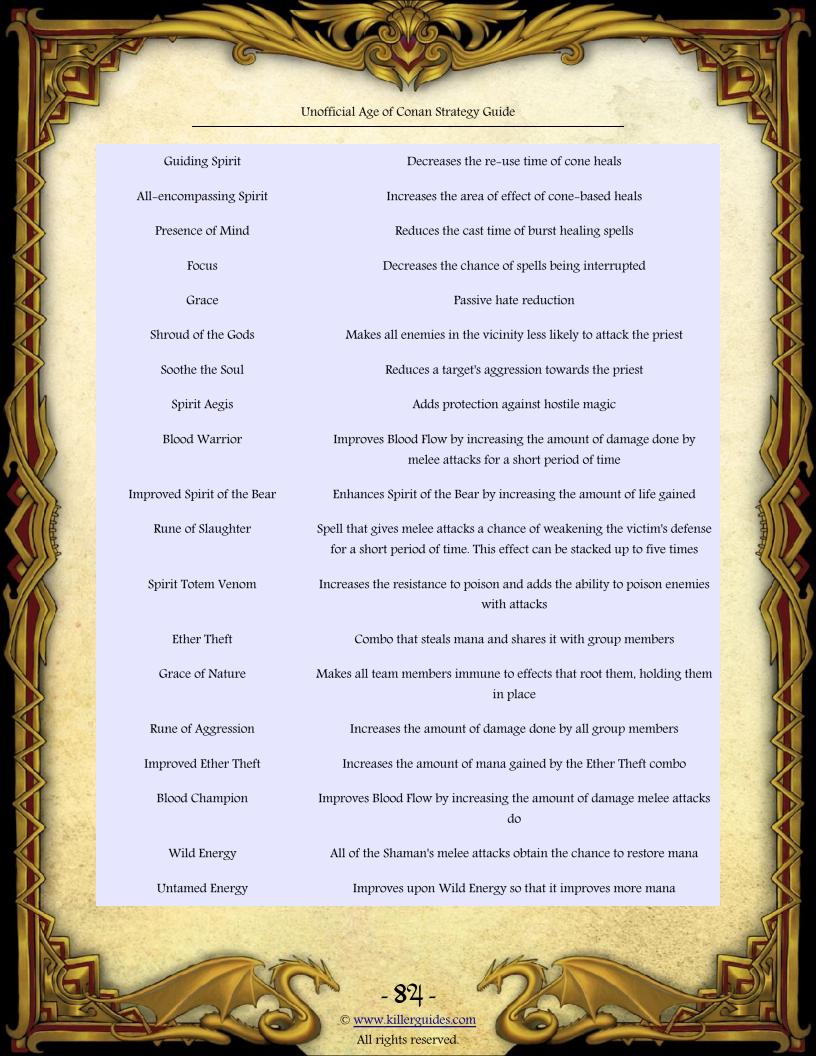
Guiding Hand of Mitra

Feat N ame	Feat D escription
Ether Flow	Increases mana regeneration in and out of combat
Ether Discharge	Gives the priest mana restoration with each person healed when using Vigor of Spring, Wave of Life, or Blood Flow
Far-reaching Spirit	Increases the range of burst heal prayers
Spirit Armor	Adds protection from physical damage
Saintly Warrior	Grants a chance of recovering mana when struck in melee combat
Healing Spirit	Reduces the mana cost of all healing spells
Guiding Spirit	Decreases the re-use time of cone heals
All-encompassing Spirit	Increases the area of effect of cone-based heals
Presence of Mind	Reduces the cast time of burst healing spells
Focus	Decreases the chance of spells being interrupted
Grace	Passive hate reduction
Shroud of the Gods	Makes all enemies in the vicinity less likely to attack the priest
Soothe the Soul	Reduces a target's aggression towards the priest
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Spirit Aegis	Adds protection against hostile magic
Charged Blast	Inflicts electrical damage and attacks all nearby enemies with jolts of electricity
Rousing Shock	Removes all stun effects from all team members
Grounding Charge	Adds to the Charged Blast a chance to root the target
Growing Storm	Mana cost of Life of Set is decreased when using Lighting Strike, Charged Blast, and Storm Field
Power of the Serpent Ring	Grants immunity to magical damage for a short period of time
Faithful of Set	Increases the strength of Healing Lotus and Life of Set when casting Lighting Strike, Charged Blast, and Storm Field
Improved Lightning Strike	Increases the amount of damage done by Lighting Strike
Coalesce Ether	Causes all magical attacks by team mates to have a chance to restore the mana of all tempests in the group
Ether Absorption	Increases the amount of mana restored by magical attacks

## Bear Shaman

Feat N ame	Feat D escription
Ether Flow	Increases mana regeneration in and out of combat
Ether Discharge	Gives the priest mana restoration with each person healed when using Vigor of Spring, Wave of Life, or Blood Flow
Far-reaching Spir	it Increases the range of burst heal prayers
Spirit Armor	Adds protection from physical damage
Saintly Warrior	Grants a chance of recovering mana when struck in melee combat
Healing Spirit	Reduces the mana cost of all healing spells



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	Soldiers	
	Guardian	
Feat N ame	Feat D escription	
Recovery	Increases the rate of health regeneration in and out of combat	
Improved Frenzy St	Stance Increases the damage multiplier obtained from using Frenzy Stance	
Hateful Strike	Increases the level of hate generated by attacks for a short period of time	
Goad	Makes the target attack you rather than others in your group	
Sustained Rage	e Increases the damage done by attacks	
Storm Blade	Adds a chance of additional damage when using slashing weapons	
Toughness	Adds to the invulnerability rate and health regeneration rate	
Weapon Master	er Increases the amount of damage that is inflicted when using one handed blunts or one handed edged weapons	
Battle Cry	Increases the stamina regeneration rate for all group members	
Ardent Battle Cr	Cry Augments Battle Cry with damage bonuses for all group members	
Momentum	Increases damage inflicted by charge abilities and reduces the cool down	
Readiness	Reduces the cool down of one handed combos and speeds them up	
Revenge	Increases the damage that is caused by guard combos	
Bleeding Reveng	ge Adds a bleeding effect to guard combos	
Stone Skin	Increases elemental resistances, raising magical defense	
Burning Vigor	r Gives a chance of gaining a surge of health when damaged by sorcery	
Guarded Frenzy	zy Permanently decreases the defensive penalty caused by using Frenzy stance	
Volcanic Rage	e Increases the damage inflicted by attacks for a short period of time	
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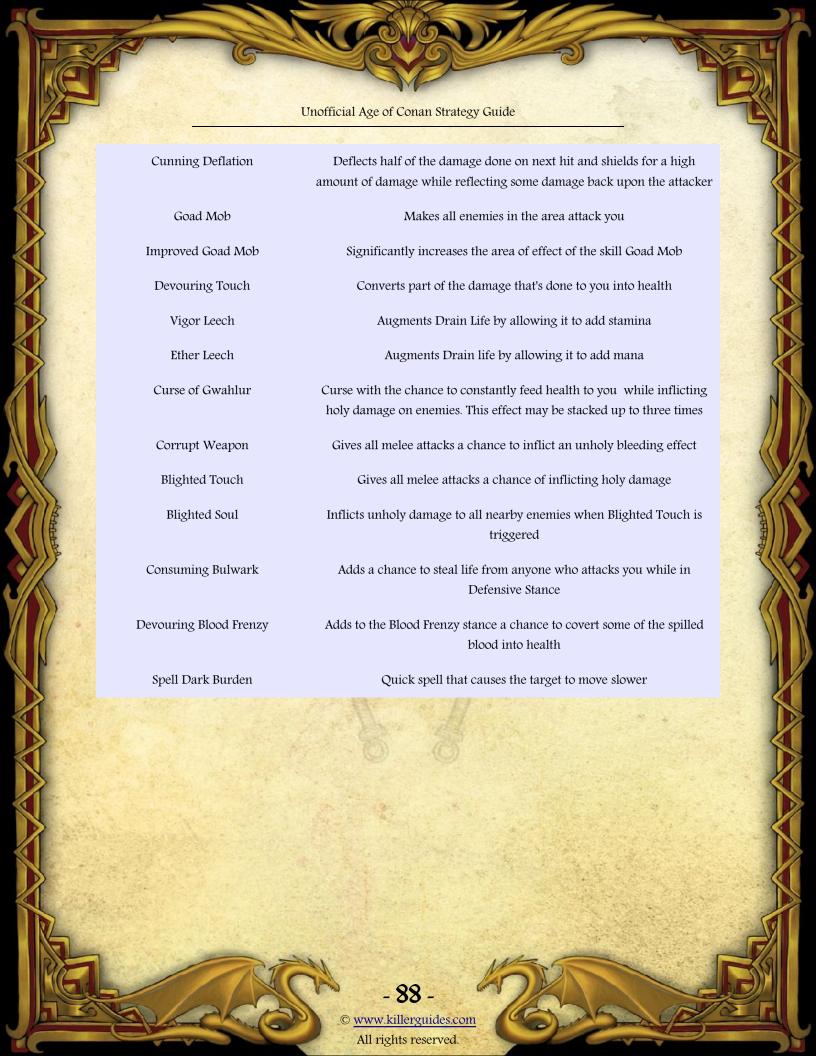
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Improved Defensive Stance	Increases the invulnerability ratings that are raised while in Defensive Stance
Iron Skin	Increases physical resistance, raising defense
Surging Health	Gives a chance of gaining a surge of health when physically struck while in Defensive Stance
A	Conqueror

Feat Name	Feat D escription
Recovery	Increases the rate of health regeneration in and out of combat
Improved Frenzy Stance	Increases the damage multiplier obtained from using Frenzy Stance
Lacerate	Gives all secondary attacks a chance of inflicting bleed
Secondary Laceration	Increases Lacerate's chance of landing bleed
Annihilate	Grants an ability that greatly enhances the chance of the next combo having a critical strike
Fierce Opening	Increases the initial damage done by all combos
Offhand Precision	Increases the chance of hitting a target with an offhand weapon
Defiance	Allows you to heal all of your team members, but can only be used while Furious Inspiration is active
Rend and Tear	Increases damage caused by Bloodbath combos
Guardsman Feint	Causes you to gain increased invulnerability rating for a short period when using Feint combos
Lumbering Hulk	Temporarily increases life regeneration and damage inflicted but at the same time slows down movement
Two Handed Master	Increases damage done by all two handed weapons
Iron Skin	Increases physical resists, thereby raising defense
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Surging Health	Gives a chance of gaining a surge of health when physically struck while in Defensive Stance	
Goad	Makes the target attack you rather than others in your group	
Power Counter Strike	Increases damage done by all Guard of Dancing Steel combos	
Deep Wounds	Adds a chance of inflicting bleed on targets with all attacks	
Improved Lumbering Hulk	Increases the rate of life regeneration and damage done by attacks	
Burst of Aggression	Has the ability to knock down the target and cause them to only attack	

## Dark Templar

Feat N ame	Feat D escription
Recovery	Increases the rate of health regeneration in and out of combat
Stone Skin	Increases elemental resistances, raising magical defense
Iron Skin	Increases physical resists, thereby raising defense
Burning Vigor	Gives a chance of gaining a surge of health when damaged by sorcery
Hateful Strike	Increases the level of hate generated by attacks for a short period of time
Goad	Makes the target attack you rather than others in your group
Improved Defensive Stance	Increases the invulnerability ratings that are raised while in Defensive Stance
Surging Health	Gives a chance of gaining a surge of health when physically struck while in Defensive Stance
Lifesaver	Adds life regeneration to Defense Stance
Counter Strike Stance	Augments Defense Stance so it reflects some damage back to the attacker
Sustain Rage	Increases the damage done by attacks



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## Rogues

## Barbarian

Feat N ame	Feat D escription
Reaver	Increases the damage caused and adds a chance of inflicting extra damage with their strikes. This can be stacked up to three times
Hand Weapon Expert	Increases damage inflicted when using either type of one handed weapon
Sever	Adds a chance of doing additional slashing damage with your primary weapon
Blood Rage	Stance that increases damage inflicted on enemies. This also causes enemy attacks to have a chance to increase your health regeneration and evasion
Atrocity	Increases the amount of damage done by Butcher combos
Great Weapons Master	Increases damage done by two handed weapons
Paralysis	Adds to the beginning of Knock Back combos a one second root effect
Reverse Swing	Augments the Staggering Blow combo by increasing the amount of damage inflicted
Grisly Wounds	Adds more damage over time to Jagged Cut and Butcher combos
Earthshatter	Combo that stuns all enemies in the area
Staggering Punch	Adds an effect that slows down enemies while using Stunning Punch
Shock and Awe	Lowers reuse time for Stunning Punch and Clobber combos
Smash 'N Crush	Increases the starting damage caused by the Cyclone of Steel combo
Brutal Cyclone	Increases chance of critical damage when using the Cyclone of Steel

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combo

Gushing Wounds Augments Cyclone of Steel with a chance to inflict a bleeding effect

Too Many to Count Adds the ability that increases damage done to enemies based on the

number of foes

Boiling Blood Adds damage while Savage Rage is in effect

Cyclone of Razors Increases damage done by the Cyclone of Steel

Jagged Weapons Increases the damage done by Jagged Cut

Rupture Armor Improves Crush Armor so that more damage is inflicted

Impale Grants an ability that makes the next attack inflict significant bleeding

wounds

Lure With this feat, double tapping forward will absorb attacks with a shield

while reflecting damage done by enemy

#### Ranger

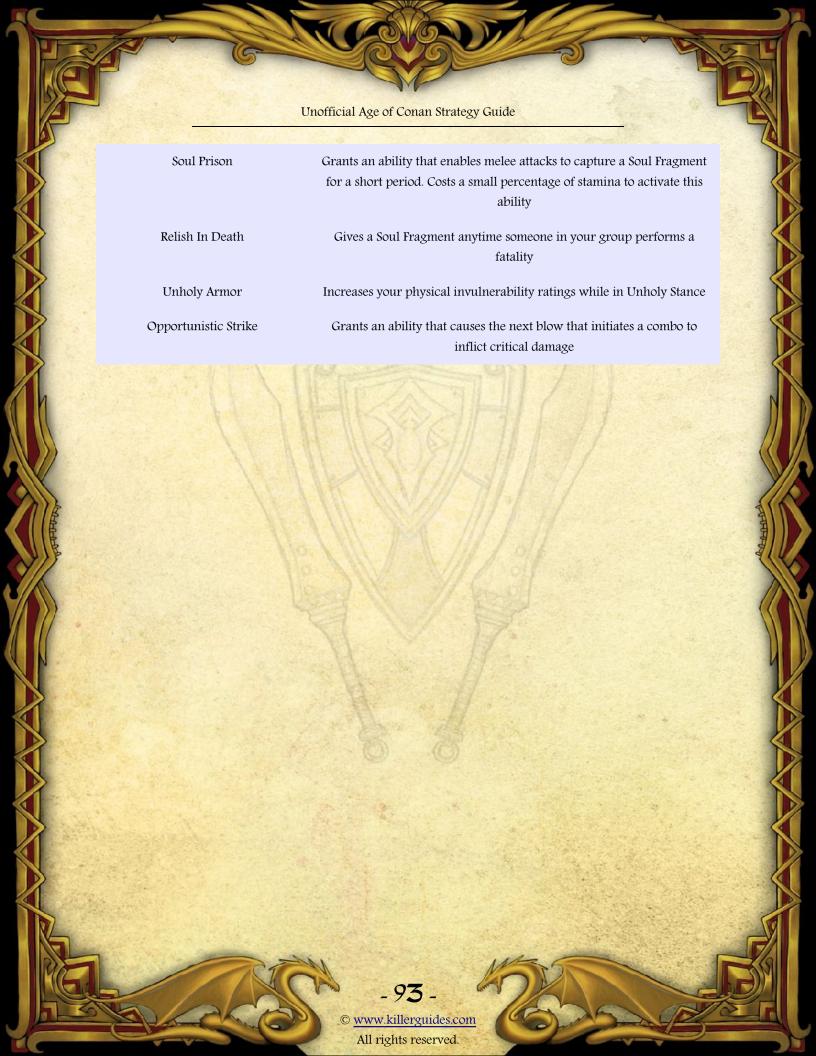
	Feat Name	Feat D escription
	Focused Fire	Grants an ability that increases damage for a short period of time
	Excellent Balance	Grants an ability that makes you immune to being knocked down in combat
	Subtlety	Makes attacks less likely to bring aggression on you from mobs
	Second Wind	Grants a new special ability that gives a substantial stamina boost for a short period of time
	Toughness	Increases your physical resistance rating
Service Contraction	Swift Shadows	Increases your movement speed while using stealth abilities

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		Unofficial Age of Conan Strategy Guide
	Concealment	Increases the stealth rating of your entire group
	Brutality	Increases your group's chances of performing a fatality
	Ambush	Instantly kills minions but causes a delay before attacking
	Shattering Stance	Adds a chance to all attacks to inflict damage to all enemies near the target, as well as knocking the target backwards
	Grenadier	Grants the ability to throw exploding bombs
	Grapeshot Bomb	Augments Grenadier by encasing multiple explosives into a canister, causing an area of effect explosion
	Servant's Heart	Enhances Heat Seeker combo by allowing the chance to instantly kill a minion
	Vicious Assault	Significantly increases the entire group's chance to inflict a fatality for a short period right after using Servant's Heart
	Eagle Eye	Increases the range of bow attacks
	Bow Specialization	Increases the chance to hit with offhand weapons and adds damage done by bows
	Quick Shots	Reduces the reuse time on all ranged combos
	Fire Stance	Adds fire damage to ranged attacks and a small chance of inflicting bonus fire based damage

## Assassin

Feat N ame	Feat D escription
Improved Unholy Stance	Enhances the Unholy Stance by giving melee attacks while in it a chance to temporarily lower the target's evasion
Foul Corruption	Increases the lingering unholy damage that is inflicted by Venom Strike combos

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	Unholy Strength	Increases the damage that is done by Swift Strikes combos	
	Rapid Striking	Reduces the reuse time of Swift Strikes combos	
	Dark Weapon	Grants mainhand attacks a chance to deal additional unholy damage	
	Life Leech	Grants the ability to self-heal on attacks. This consumes one Soul Fragment when used	
	Vampyric Nature	Grants an ability that causes melee attacks to self-heal. Consumes one Soul Fragment	
	Dark Inspiration	Increases the chances of inflicting a critical hit with Swift Strikes combo starters	
	Excellent Balance	Grants an ability that makes you invulnerable to being knocked back in combat	
	Second Wind	Grants an ability that significantly increases stamina for a short period of time	
The state of the s	Improved Poison Stance	Enhances Poison Stance, granting the chance to lower the target's ability to cast magic spells	
	Flesh Rot	Grants a chance to poison enemies with main attacks. The effect may stack up to five times	
	Cat's Paw	Grants an ability that increases evasion for a short period	
	Combo Atropy	Gives a combo that lowers the target's damage temporarily	
	Flesh Necrosis	Instantly poisons target. Target must be afflicted by Flesh Rot in order to use this	
	Light Footed	Increases resistances to movement slowing effects and abilities	
	Combo Snap Kick	Combo that knocks target down and silences them temporarily	
	Combo Sabotage Armor	Combo that destroys the target's directional shielding temporarily	
	Spirit of Nightfall	Gives a small chance to gain a Soul Fragment from damage done while in Unholy Stance	
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Specter Chant

Augments all hostile spells by allowing them to restore mana

Dark Mediation

Restores mana but stuns the caster during the duration of the spell

Flame Lash

Adds a chance of gaining a high damage fire combo when hit in combat.

The effect can be stacked up to ten times

Demonic Leech

Causes the Body and Spirit Wrack combo to return some of the drained mana to you

## Demonologist

Feat N ame	Feat D escription
Mage Blood	Increases your regeneration mage of mana
Deeper Fires	Increases the damage done by Fires of Gehenna
Pyromancer	Increases the damage done by all fire-based spells
Lingering Flames	Improves Fires of Gehenna by increasing the damage of it's lingering Incinerate effect
Field of Fires	Enhances Fires of Gehenna by adding an area effect, making it inflict damage on multiple targets
Demonic Frenzy	Empowers the spells of summons with additional splash damage
Demonic War	Improves Whispers of War by adding a damage bonus component
Spell Unholy Hate	Increases the area of effect spells by increasing their size
Spell Detonation	Converts Fire of Gehenna's lingering damage into instant damage that affects all enemies near the victim. Instantly kills the victim if it is a minion
Black Ashes	Enhances Firestorm by inflicting a greater damage penalty on its victims
Swift Shockstrike	Decreases the cast time of Shockstrike
Natural Conductor	Increases the damage that is done by electrical spells

